

CHAROUSEK'S GAMES OF CHESS



Rudolf Schramm

CHAROUSEK'S GAMES OF CHESS

*WITH ANNOTATIONS AND A
BIOGRAPHICAL INTRODUCTION*

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ETC.



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PREFACE

I INTENDED originally to present a selection of one hundred and fifty games played by Charousek. Owing to the war, however, many sources of information, which would otherwise have enabled me to collect a sufficient number of games from which to choose, were cut off; and I have not succeeded in making good the loss. I have, therefore, been obliged to modify my plan, and, while adhering fairly closely to my intention as to number, have had no power to select. One hundred and forty-six games have come under my notice, including three fragments. These are all included in the present volume. In another edition, if there should be any call for such, it may be possible to introduce noteworthy games which are here missing, and to omit the less interesting of the games now included.

In making this collection, I have been chiefly indebted to *The Field* chess column, during its editorship by the late Leopold Hoffer; to Ludwig Bachmann's *Pillsbury und Charousek* (1914), in which fifty-three of Charousek's games were given in whole or in part; and to chess magazines and columns in England, France, Germany, Austria, and the United States of America. The notes combine the work of previous annotators, my own analysis, and the contributions of friends, among whom I must make special mention of Mr. J. H. White.

In the revision of the proofs I have had the assistance of Mr. White again, to whom my sincere thanks are due.

PHILIP W. SERGEANT.

April 1919.

BIOGRAPHY

WHEN I think about the chess career of Rudolf Charousek, I am always reminded of A. E. Housman's lines—so Greek in their pathos—' To an Athlete Dying Young ' :

Smart lad, to slip betimes away
From fields where glory does not stay,
And early though the laurel grows,
It withers quicker than the rose. . . .

Now you will not swell the rout
Of lads that wore their honours out,
Runners whom renown outran
And the name died before the man. . . .

Round that early-laurelled head
Will flock to gaze the strengthless, dead,
And find unwithered on its curls
The garland briefer than a girl's.

Charousek's chess history extends from the year 1889, when as a boy of sixteen he first learnt the game, to shortly before his death in April 1900. In that time he made for himself among chess-players a reputation second only to Morphy's. To the comparison between the two I shall return later. Here I will only call attention to a claim recently made by M. E. M. Antoniadis in *La Stratégie* for October 1916. On the authority of Morphy's old friend, Charles Amédée Maurian, M. Antoniadis says that Morphy only played during his life some fifty more games than the four hundred which have appeared in print; and that, as his earliest games, played against members of his family, show the same flashes of genius as his later games, he must have acquired his

incomparable power by intuition, and that, moreover, in the society of relatively weak players. The statement that Morphy only played five hundred games of chess in his whole life is very difficult to believe. That he acquired his power, however, not by constant practice, but by a natural gift which we may call, if we like, 'intuition,' is not to be denied. Now Charousek must have had this same gift. He began to play chess considerably later than Morphy, and in an environment certainly not more favourable to the game than the New Orleans of Morphy's boyhood. His family was poor, whereas Morphy's was well-off; and poverty cannot be held to make easier the study of chess. Yet in the earliest games which we possess of Charousek's we find the marks of genius. It is clear that, if Morphy did not require practice with masters to make him a master, neither did Charousek. But the details of his history are the best argument concerning his quality.

Rudolf Charousek was born on September 19,¹ 1873, at Klein-Lometz, Bohemia, close to Steinitz's birthplace, Prague. At the age of five weeks he was taken by his family to live at Debreczin, Hungary, with the result that he became, in the words of the Hungarian Leopold Hoffer, 'in language, education, and manners, perfectly Magyarised.'² We know nothing of his early years except that, when he was five, his family moved again to Pelsöcz; that it was while he was at the Gymnasium at Miskolcz that he learnt chess, in 1889; and that he cultivated the game at Kassa (Kaschau), the old royal free city in north-east Hungary, where he was studying law—another point of similarity to Morphy. It is said that, as his circumstances would not allow him to buy the German *Handbuch*, he borrowed it from a schoolfellow and copied it out by hand!³ Hoffer vouches for the fact that not a single amateur of note lived at Kassa; and Charousek's earliest recorded games do not disprove this statement. When, therefore, Charousek first came into notice as a chess-player

¹ See the *Deutsche Schachzeitung*, January 1898, p. 32, for a correction of the statement in the same magazine, November, 1896, p. 350, that September 10 was his birthday—a statement also made in the *Chess Monthly*, July–August 1896, p. 322.

² *Chess Monthly*, l.c.

³ See the quotation from the *Pester Lloyd*, on p. xix.

in Hungary, he owed his strength at the game to his book-knowledge and the aforesaid natural gift

Up to 1896 our knowledge of Charousek's doings continues to be scanty. He qualified as a lawyer; and he made the acquaintance of one fine Hungarian chess-player, Gyula Makovetz,¹ and of another who was destined to be greater still at the game, Geza Maroczy, of Budapest. A match-game against Makovetz is dated as early as 1890; but this must surely be an error (Game 68). An off-hand game against him is assigned to 1893. Charousek certainly played serious chess, possibly informal matches, with both Makovetz and Maroczy as early as 1895. Two years before that he entered for a Hungarian correspondence tournament organised by the newspaper *Pesti Hírlap*. The result of this we shall hear later.

In 1896 we begin to be on surer ground. In the April of that year he went to Budapest to play a match against one of the strongest Hungarian players of the day, Professor Gyözö (Victor) Exner of the *Oberrealschule* at Székes Fehérvár (Stuhlweissenberg). The match was one of ten games up and Charousek was the conqueror by 6 to 1, with 3 draws,—a score which at once proved him to be of master-class.

Charousek continued to reside at Budapest until the time of the Nuremberg Tournament. 1896 was the year of the tenth congress of the German Chess Association. It had been agreed two years previously to hold this congress at Nuremberg; but some misunderstanding arose, and the Association decided to meet elsewhere. Thereupon the Nuremberg Chess Club, including the famous Dr. Tarrasch, holder of a still unequalled record as a tournament-player, broke away from the Association and announced an International Tournament, with a prize-list on a scale unprecedented in Germany. This completely ruined the prospects of the official congress. It met at Eisenach on July 19–30, holding two tournaments, in which the first prizes fell to R. H. Barnes of Frankfort, and W. Cohn of Berlin. On the other hand, the Nuremberg committee received no less than thirty-nine entries for their

¹ Gyula Makovetz, b. Arad, Hungary, 1861. His chief international success was the second prize at the Dresden Congress of 1892.

² *Deutsche Schachzeitung*, December, 1896, p. 383.

master tournament. Among these was Charousek. The committee, having only the three weeks July 20–August 10 available for play, and having decided (contrary to the rule hitherto prevailing in German tournaments) that there should be but one game a day, could only accept nineteen entries. Therefore Charousek, who had no credentials except the testimony of Maroczy,¹ was not chosen. But when Amos Burn, whose entry had, of course, been accepted, found himself unable to come to Nuremberg, Charousek was brought in as reserve man. Few reserves have ever done so well. It is true that he was twelfth on the score-list, and therefore not one of the regular prize-winners. But Tarrasch was justified in saying in the book of the tournament that ‘only players of pre-eminent repute took part in this contest, with the exception of the two Hungarians [Maroczy and Charousek], who brought to it more than sufficient capability; and of the great masters not one was lacking.’ The last remark is rather too sweeping, for there are several names which might be suggested. Max Weiss, however, like Burn, was prevented from attending by business, von Bardeleben by ill-health; while Bird and Mason, to mention no others, were already declining forces.

In this company of masters, none of whom, except the almost equally inexperienced Maroczy, had he met before, the twenty-two year-old-Charousek began with a win against Showalter; went on with two draws, three losses, a draw, a win, a draw, two losses, and a draw; then put on three wins; and finished with two losses and a last-round victory over the world's champion, Lasker. His total was thus $8\frac{1}{2}$ out of 18. But when it comes to be analysed, it is seen that against the regular prize-winners he scored 4 out of 8. In a tournament with them alone his score would put him fifth, above Lasker, Steinitz, Schlechter, and Walbrodt. On the other hand, he lost to the two last in the tournament (one of them being Teichmann, who was on the sick-list), and against the bottom ten only made $4\frac{1}{2}$ points. It is clear that, like so many other young players, he found it easier to give of his best against his strongest opponents.

Seven prizes had been announced originally; but, in addition, five special ones were presented, Charousek's being a

¹ *Field*, April 28, 1900 (Hoffer's obituary of Charousek).

complete set of the seventeen volumes of *The Chess Monthly*, given by Leopold Hoffer.

Not merely his score but his style of play impressed the masters who now met Charousek. 'All the players (with only one exception),' wrote Hoffer in *The Chess Monthly*, 'admit that Charousek is a genius. He had an exceptional knowledge of the theory—not routine knowledge—and plays the middle and end game well. . . . In more than one instance he lost by trying to win an even position, notably his game against Steinitz. He is full of confidence and pluck, and goes for his opponent, no matter who he is.' In his column in *The Westminster Gazette*, the same critic wrote that since Morphy and Kolisch no more promising player had arisen in the chess-world. Lasker is said to have declared, 'I shall have to play a championship match with this man some day.'

Great enthusiasm was aroused in Hungary by the success of Maroczy and Charousek, and new chess clubs sprang up rapidly. 1896 was the year of the millennial celebration of Hungary's existence, and great festivities had been arranged at Budapest. On the conclusion of the Nuremberg Tournament Maroczy expressed his confidence that there would be an International Tournament in the Hungarian capital in October. An official announcement soon followed. The Emperor Francis Joseph, as King of Hungary, gave a first prize of 'a silver Victoria column or 2500 crowns'; and five other prizes were offered.

It was not to be expected that such an entry as that at Nuremberg could be got for a second tournament less than three months later. Neither Lasker nor Steinitz would compete, because of their forthcoming return-match for the championship. But the quality of the players was nevertheless high. Four Hungarians were accepted—Maroczy, Charousek, Dr. Noa, and von Popiel; three Austrians—Schlechter, Marco, and Albin; and the other six included Pillsbury, Tarrasch, Janowski, Walbrodt, and Tchigorin, who had all distinguished themselves at Nuremberg.

The tournament began on October 4. It proved 'a triumph for the brilliant school,' in the words of a critic in *La Stratégie*, Tchigorin, Charousek, Pillsbury, and Janowski securing four places out of the first five. Maroczy was out

of form and was the disappointment of the tournament. Charousek, however, made ample amends for this, and in Hungarian eyes was naturally the hero. He tied for first and second prizes with Tchigorin, who was more than double his age and was world-famous as a player before Charousek had learnt the moves of the game. The two agreed to play a match for the best of five games for the first prize, and began on October 24. The Russian won the first two games, the Hungarian the third, and the Russian the fourth. Thus experience gained the day, and Charousek had to rest content with the second prize. But he had the satisfaction of beating both Tchigorin and Pillsbury in the tournament and making a percentage of over 70. There was no doubt in anyone's mind that he was now one of the world's great masters. In his adopted country, which claimed him completely as its own, he received ovations everywhere, and was invited to visit the clubs for simultaneous and blindfold exhibitions. In both of these branches of the game he proved himself inferior to few of the most famous exponents in chess history. Unfortunately, it is not possible at present to discover the details of these performances, and very few of the games are available for publication in this collection.

Towards the end of 1896 Charousek and Maroczy collaborated to produce a weekly chess review in the Magyar language, which they soon gave up for the *Magyar Sakkyság*, a monthly published at Nagyvarad. The first number of this appeared early in 1897, but the magazine, in spite of its merits, only ran for about a year, the Hungarian language being no doubt the bar to its success. After this Charousek edited the *Pesti Hírlap* chess column until his death. Until some one takes it in hand to present Charousek's analytical writings in a more generally understood language than Magyar, we must be content to derive our knowledge of his contributions to the theory of chess from his games.

At the end of the first year of Charousek's leap to fame, a quadrangular match was arranged at Budapest between him, Maroczy, Makovetz, and Dr. M. Jacoby, each to play the others four games. Jacoby fell ill, however; Makovetz withdrew; and so instead a match was played between Charousek and Maroczy alone. The elder player had evidently recovered

from his loss of form in October, for he won by 6 to 2, with 6 draws. There was some talk of a match between one of the two Hungarians and David Janowski. Janowski was anxious to meet either, and both were willing to play, while the Budapest Chess Club was ready to undertake the arrangements for a match. But for some reason the scheme came to nothing.

In January 1897, Charousek paid a visit to Berlin to take part in a small tournament organised by the Schachverein Centrum. Here he met for the first time von Bardeleben and Mieses, among others; and Walbrodt was also a competitor. As often happens in contests of the kind, the final placing was scarcely in accordance with the actual merits of the players. Charousek early lost a game to Mieses, and, as there were only six games in all to be played, he was unable to overtake von Bardeleben. The last-named secured the chief prize with $4\frac{1}{2}$ points; Charousek the second with 4; Mieses and W. Cohn divided the third, with $3\frac{1}{2}$; and Walbrodt was unplaced.

In September Charousek was again in Berlin for the eleventh congress of the German Chess Association. The quarrel in the previous year between the Association and the Nuremberg Chess Club had not yet been composed, and this led to some delay in the arrangements (whereby Steinitz and Pillsbury received invitations too late to accept them), and also to the absence of Tarrasch from the tournament. Nor did Lasker compete. Nevertheless, an entry which included Alapin, von Bardeleben, Blackburne, Burn, Charousek, Janowski, Marco, Schiffers, Schlechter, Tchigorin, Teichmann, and Walbrodt, among others, was above the average of international master tournaments; and the fact that Bird, Lee, and Mason were excluded in order to keep the number down to twenty shows something of the committee's difficulties.

The congress opened in the rooms of the Society of Architects in the Wilhelmstrasse on September 11 and concluded on October 4. The scoring in this tournament, which may be considered to show Charousek at the height of his powers, is so interesting that it is worth examining in some detail. Below will be found Charousek's score and total,

round by round, together with the totals of the leaders at the principal stages :

Round	Charousek's Score	Charousek's Total	Leader's Total
1	0 (Walbrodt)	0	
2	$\frac{1}{2}$ (Marco)	$\frac{1}{2}$	
3	$\frac{1}{2}$ (Schlechter)	1	Blackburne } Walbrodt } 3
4	0 (Burn)	1	Blackburne 4
5	1 (Bardeleben ¹)	2	
6	$\frac{1}{2}$ (Blackburne)	$2\frac{1}{2}$	Marco $5\frac{1}{2}$
7	1 (Teichmann)	$3\frac{1}{2}$	
8	1 (Süchting)	$4\frac{1}{2}$	
9	$\frac{1}{2}$ (Englisch)	5	
10	$\frac{1}{2}$ (Metger)	$5\frac{1}{2}$	Janowski } Marco } $7\frac{1}{2}$
11	1 (Janowski)	$6\frac{1}{2}$	Blackburne 8
12	1 (Albin)	$7\frac{1}{2}$	Janowski $8\frac{1}{2}$
13	1 (Cohn)	$8\frac{1}{2}$	
14	1 (Schiffers)	$9\frac{1}{2}$	Blackburne } Janowski } 10
15	1 (Alapin)	$10\frac{1}{2}$	
16	1 (Winawer)	$11\frac{1}{2}$	Blackburne 12
17	1 (Caro)	$12\frac{1}{2}$	Blackburne $12\frac{1}{2}$
18	1 (Zinkl)	$13\frac{1}{2}$	
19	1 (Tchigorin)	$14\frac{1}{2}$	

An unsatisfactory feature of the tournament was the number of games which went by default. Von Bardeleben retired after the first round, Englisch after the eleventh, while Teichmann did not play in the twelfth round, nor Albin in the eighth, eighteenth, and nineteenth. Englisch was seriously ill, and in fact went home to Vienna to die on October 20 ; while Teichmann was again indisposed all through the tournament. Albin's default in the final round was to Walbrodt, who was only half a point behind Charousek, and might have been very prejudicial to the young Hungarian. He rose splendidly to the occasion and beat Tchigorin. An enthusi-

¹ Default.

astic comment by 'H.C.' in the *Frankfurter Gazette* does not overstate the case :

'Charousek's performance reminds one of Zukertort's in the great London International Tournament of 1883. At the conclusion of the first week's play it looked as if Charousek would be one of the last, since his score only showed $2\frac{1}{2}$ points. In the second and third weeks, however, he made wonderful strides, for he won 11 out of 13 games, and drew 2—a most marvellous performance. And he had to work very hard, while his principal opponent, Walbrodt, scored the last game by default. . . . True merit would never have come to its own if Walbrodt, instead of Charousek, had won the first prize.'

It may be added that Charousek's percentage in this tournament was over 76.

On his way back from Berlin to Budapest after this great, achievement, Charousek visited Vienna, and as the guest of the Vienna Chess Club—the old and new clubs had amalgamated this year—played in two series of consultation games with some of the leading members—Schlechter, Marco, Halprin, and Fährndrich. In the first series Charousek had a different ally in each of the three games played. In the second he and Hugo Fährndrich, former Hungarian champion,¹ played Schlechter and Marco for a purse offered by the club. The purse was divided.

Charousek's success at Berlin had led to a serious discussion of his right to meet Lasker in a match for the championship, in which the chess press of the world took part. It was felt that either Charousek or Pillsbury might justifiably challenge the champion, the Continental papers advocating Charousek's, the American Pillsbury's claims. In the meantime Janowski was still anxious to meet Charousek, but he did not, apparently, begin by writing to him direct, for Charousek towards the end of 1897 sent the following letter to Paris :

'M. JANOWSKI,—I have just read in several papers that you have challenged me to a match. I have received no challenge. 'Believe me, &c.'²

¹ *The Chess Monthly*, January, 1880, describes him as champion. In that year he tied with Adolf Schwarz for first and second places in the master tournament of the Vienna Chess Club, being beaten in the play-off.

² *La Stratégie*, December 1897.

Janowski replied with a challenge to a match for a minimum stake of 1500 francs. This is the last we hear of the matter, Charousek's illness no doubt preventing any attempt to carry it further.

After Charousek's return to Budapest a quadrangular tournament was arranged, similar to that planned a year earlier, the competitors on this occasion being Charousek, Maroczy, Professor Exner, and Arthur Havasi. The contest began at the end of the year, and was completed in January 1898. Charousek came out first, with a score of $8\frac{1}{2}$ points out of 12, Maroczy scoring 8, Exner $4\frac{1}{2}$, and Havasi 3. In his individual matches Charousek scored 2-2 against Maroczy, 4-0 against Exner, and $2\frac{1}{2}$ - $1\frac{1}{2}$ against Havasi.

About the same time the *Pesti Hírlap* correspondence tournament, which had begun in 1893, came to an end. There had been nineteen competitors in this, each of whom had therefore to play eighteen games. Charousek and Maroczy divided first and second prizes with a score of 16, Professor Exner and Dr. A. Vértés, of Temesvar, tying for third and fourth with 15. Two of Charousek's games in this contest are in the present collection.

Early in 1898 the programme was issued of the Imperial Jubilee Tournament at Vienna in June, and Charousek announced his intention of competing. His entry was of course accepted—among the first eighteen of those sent in. But, unhappily, before the great tournament was due to begin, Charousek was stricken with the disease which was to cut him off less than two years later. Upon inflammation of the lungs followed dangerous symptoms, which at first seemed so grave that it was doubted whether he would ever play chess again. Nevertheless, his vitality was such that the congress of the German Association at Cologne, July 31 to August 19, 1898, found him among the competitors. Hoffer, who was present at the congress, in his obituary in *The Field* describes Charousek as having then looked very frail and emaciated, and being troubled with the hectic cough characteristic of the disease which carried him off so suddenly. When we consider his condition, his achievement in coming out only one point below Burn, tying with Tchigorin and Wilhelm Cohn, and standing above Steinitz, Schlechter, Showalter,

Berger, Janowski, &c., must be accounted wonderfully good. His percentage in the tournament was 70, but his failure to do as well as usual against the prize-winners seems to indicate that he was no longer capable of the necessary extra effort which brings such victories.

Charousek entered the Cologne Tournament as a resident at Marillavölgy, Hungary. Near the beginning of 1899 he was living at Pelsöcz once more, whence he wrote to enter for the forthcoming London Tournament. But the disease had gone too far. From the record of some of his games with Dr. Arthur Kaufmann it seems that he went on a visit to the health-resort of Meran in the Austrian Tyrol. But all was in vain. On April 18 at Nagy Tétény, Budapest, he was seized with hemorrhage of the lungs, and next day he was dead, being still only in his twenty-sixth year.

Writing in the *Pester Lloyd* of June 20, 1898, Armin Friedmann said :

‘ This Hungarian—although he was born at Prague, he is a genuine Magyar—has been described, and justifiably so, as the most brilliant chess genius since the glorious days of Paul Morphy. At Kaschau he copied out Bilguer’s gigantic compendium, because of his pecuniary inability to secure the work. The story of his irresistible advance at Berlin, how he stormed and conquered and reached the goal, is still green in the memory of the friends of chess, and is unique in the history of the game. This effervescent, fiery brain, this personified chessman, who lives for chess and for whom the rest of the world is barred by chess, had to remain away [from the Vienna Tournament]. Such exclusive, fanatic devotion to chess may appear excessive, even ridiculous, to many; yet it characterises the subject and the man—and the game may after all be a little more than a game.’

This is the most personal note which we have about Charousek, almost the only one giving us any glimpse into a modest and retiring character. It is well that we should know Charousek’s attitude towards the art of which he was so great a master. The attitude is a still more extreme form of what the Rev. G. A. MacDonnell attributes to Morphy during his famous first visit to London. It is true that Maurian denied

Morphy's inordinate devotion to chess at any time,¹ and all know how he turned against it afterwards. As to what might have happened to Charousek's estimate of chess, had he survived, it is of course foolish to dogmatise. But there is no reason to believe that he would ever have preferred to be a lawyer—certainly not 'a middling lawyer'²—rather than what he was.

The comparison with Morphy has been mentioned before, and it is always cropping up in connection with Charousek. Hoffer, the most enthusiastic admirer the younger player ever had, turns it into a paradox when writing his obituary notice in *The Field*:

'Paul Morphy was the greatest chess-player of the century, perhaps of all times; Charousek was probably his superior—superior we say advisedly, for Morphy played chess before he knew his alphabet, and beat Löwenthal when twelve years old, whilst Charousek played in the Nuremberg International Tournament of 1896, scoring $5\frac{1}{2}$ games against the prize-winners, only one below Lasker, who scored $6\frac{1}{2}$; and five years before he did not know the moves.'³

He would be rash indeed who attempted to estimate scientifically the relative chess powers of Morphy, Charousek, or such another sudden genius as Jose Capablanca. With regard to the two former, however, a few points seem worth attention.

Morphy's fame rests chiefly on his play in matches and in casual games; Charousek's chiefly on his play in tournaments. Morphy in his one tournament had but one man, Louis Paulsen, to beat. Charousek played but one set match after attaining masterhood, and lost it. Now all expert

¹ MacDonnell's and Maurian's statements are both given in my *Morphy's Games of Chess* (1916), pp. 35-6.

² 'What would Morphy have been *but* for chess?' asks James Mason. 'Most probably a middling lawyer.' (*Social Chess*, p. 28.)

³ It may be noted that Hoffer is not strictly accurate. There were only seven regular prizes at Nuremberg, Charousek's score against the winners of which is given on p. xii above. The special prize-list takes the names down to Marco, who came out thirteenth. Hoffer includes only the first twelve, though Charousek's performance is really more brilliant when his score against the top eight only is considered. On the other hand, at the time of the Congress Charousek had been playing chess nearer seven than five years, according to the most probable account.

chess-players are agreed to admit a difference in the qualities required for match and tournament play—to leave casual games out of the question—but there is no general agreement as to what these qualities are respectively. The successful match-player naturally holds that more genius is required in matches, the successful tournament-player the contrary.

Both Morphy and Charousek had great knowledge of the theory, early acquired, and were fond of testing ideas, many of which dated from far back, but which under their treatment developed so as to become standard lines of play. Book-knowledge is decried by many chess-players, especially those with poor memories. The highest chess genius, however, never neglects this weapon.

The depth of combination was very remarkable in both players. As examples of this in Charousek's play Games 12, 14, and 36 may be cited. It is not to be denied that Morphy's combinative power broke down more rarely than Charousek's; but Charousek undoubtedly had to contend with stronger opponents, on the average, if we limit our attention to the serious games of the two players.

Morphy has been classed by many of his admirers as the head of the romantic school in chess. Charousek, on the other hand, has been labelled as one of the greatest of the modern school. Yet the Café de la Régence circle considered Morphy '*solide*, close, and analytical'; Steinitz and Lasker found his most notable characteristics to be position-judgment and gradual development of forces.¹ And who can refuse to see in Charousek's play, when the opposition gave him scope, the very height of romance? A French critic, whose name escapes me, protested against the system of tying up great authors in bundles and affixing to these labels indicating the school to which they belong. The same protest is equally necessary with regard to great chess-players. Genius transcends all schools.

One more point must be noted when we compare Charousek with the majority of the world's finest chess-masters, living or dead. Charousek never reached the zenith of his powers. He 'slipped betimes away,' and it is not possible for us to judge what greater heights he might have reached in his art, if his life had not closed in its spring.

¹ *Morphy's Games of Chess* (1916), pp. 35-6.

ABBREVIATIONS

THE following abbreviations are used in the notes on the games

A.C.M. = *American Chess Magazine* (New York).

B.C.M. = *British Chess Magazine* (Leeds).

C.C. = *Chess-Player's Compendium*, by William Cook.

M.C.O. = *Modern Chess Openings*, by R. C. Griffith and J. H. White.

M.G.C. = *Morphy's Games of Chess*, by Philip W. Sergeant.

The sign + is occasionally used to signify 'with advantage' to the player of the preceding move.

The forced development of the Knight on this square, to prevent a pin, is a strong argument against the 3.. P—Q3 defence.

7 B—B4

Here a match-game, Napier-Teichmann, Glasgow, 1905, continued 7 Kt—B3, Q—KKt3; 8 Q×Q, RP×Q; 9 B—B4 (identical in position with the present game) P—KB3; 10 P—Q3, Kt—K2.

Q—KKt3

8 Q×Q

White cannot refuse to exchange without loss of time.

E.g., 8 Kt—Kt5, Kt—R3; 9 P—Q3, B—K2, dislodging the Knight. Or 9 Kt—QB3, P—QB3, threatening B—K2.

RP×Q

9 Kt—B3

P—QB3

10 P—Q3

P—B3

11 Kt—Q1

P—KKt4

12 B—K3

P—Kt5

Bad policy. He should have played Kt—K2 and then to KKt3, keeping his KR file open.

13 Kt—Q2

Kt—R3?

14 B×B

Kt×B

15 Kt—K3

K—K2

16 Castles KR Kt—K3

17 B×Kt

B×B

18 R—B2

R—R2

19 KKt—B1

QR—R1

20 P—B3

Kt—B2

Now Black has doubled Rooks and reopened the file—all to no purpose, as he has to waste further time in transferring the Rooks elsewhere.

21 R—Q1 Kt—Q3

22 Kt—B5 ch B×Kt

23 P×B K—B2

24 P—KKt3

This releases the Knight from the defence of the KRP so as to enable him to go to K3, attacking Black's weak Pawn on KKt5. Black can only defend it at the expense of a generally weakened K side position.

P—KKt3

25 P×P ch K×P

26 Kt—K3 P—KB4

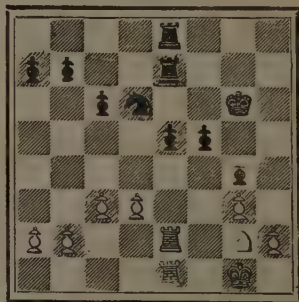
27 QR—KB1 R—KB2

28 Kt—Kt2 QR—KB1

29 R—K2 R—K1

30 QR—K1 KR—K2

Position after Black's 30th move.



31 P—Q4!

This gives Black a passed KP, but his KBP becomes extremely weak. Charousek shows to great advantage in the complicated game which follows.

move, which wins the Exchange in order to prevent loss of the Exchange.

40 Kt—R4 ch R×Kt

If K—B3, 41 R×KP.

32 Kt—K3 P—K5
R—R2

41 P×R R—R4
42 P—Q6 Kt—K3?

Black wishes to play Kt—B2—Kt4—B6, making his K side impregnable. He must, however, protect his KBP meanwhile; hence his manoeuvre with the KR.

Hoffer here claimed a win for Black by 42..R×P; 43 P—Q7, R—R1, since 'White's advanced QP would have fallen ultimately, and Black's two passed Pawns are worth a Rook.' It must be admitted that 42..R×P is stronger than the text-move. Why need White, however, be in a hurry to advance his QP?

33 R—KB1 QR—KR1
34 R—B4 R—R4
35 R(K2)—KB2 R—Kt4

36 Kt×KtP, P×Kt; 37 R—B6 ch must be prevented. Black has, therefore, to abandon his intention of bringing his Knight to Kt4.

43 P—Q7 R—R1

36 P—B4 QR—R4
37 K—R1

This threatens P—KR4 and, if P×P i.p., P—KKt4.

If Kt—Q1, then White's King comes out to Kt2 and Kt3. But the giving up of the KBP does not make Black's chances better.

38 Kt—Kt2 Kt—K1
Kt—Kt2

44 R×BP P—K6
45 P—R5 ch! R×P
46 R—B6 ch K—Kt2
47 R—B7 ch K—Kt1
48 R—B8 ch Kt×R

If 38..Kt—Q3, 39 Kt—R4 ch, K—B3; 40 P—B5 and 41 R×KP. The text-move is much better.

If 48..K—Kt2, 49 R(B2)—B7 ch, K—Kt3; 50 R—B6 ch.

39 P—Q5 R—R1

Threatening Kt—R4 and therefore forcing White's next

49 R×Kt ch K×R
50 P—Q8(Q) ch K—B2

51 Q—Q7 ch K—B3
 52 Q×KKtP R—K4
 53 Q—K2 K—B4
 54 K—Kt2 K—K5
 55 P—KR4 Resigns.

GAME 2

Nuremberg, July 22, 1896

KING'S GAMBIT DECLINED

White : Black :

CHAROUSEK MARCO

1 P—K4 P—K4
 2 P—KB4 B—B4
 3 Kt—KB3 P—Q3
 4 P—B3

As played by Morphy in two of his match-games with Löwenthal, and on other occasions. It has rarely been seen in modern times, though enterprising players have sometimes adopted it. Compare Games 15 and 41, in both of which Janowski was Black; and Game 72.

B—KKt5

The old continuation. Tarrasch and the majority of analysts nowadays consider 4..Kt—KB3 best. This was played by Janowski in the Berlin game. In Game 15 he played 4..Kt—QB3.

5 B—B4

B—K2, given by Staunton

and adopted by Morphy in the fourth game with Löwenthal, is better.

Kt—QB3

This was Bird's move in an off-hand game against Morphy (*M.G.C.* p. 247), and is the best at Black's disposal.

6 P—Q3 Kt—B3
 7 P—KR3 B×Kt
 8 Q×B Q—K2
 9 P—B5 P—KR3

Stopping B—KKt5.

10 Kt—Q2

Q—Kt3 would have been very difficult to meet.

P—KKt4

11 Kt—B1

Tarrasch suggests 11 P×P i.p., P×P; 12 Q—Kt3, Q—Kt2; 13 Kt—B3.

Castles QR
 12 Kt—K3 B×Kt
 13 B×B Q—Q2
 14 Castles KR

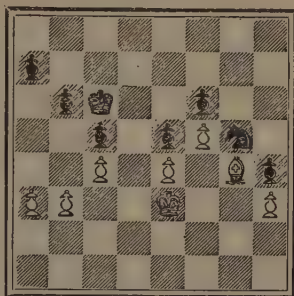
In view of Black's next move Castles QR was better.

P—Q4
 15 B—Kt3 P—Q5
 16 P×P QKt×P
 17 B×Kt Q×B ch
 18 Q—B2 KR—B1

After this White has a very difficult defence to conduct,

owing to the weakness of his QP.

Position after White's 42nd move.



- | | | |
|----|--------|-------|
| 19 | Q×Q | R×Q |
| 20 | QR—Q1 | K—Q2 |
| 21 | K—B2 | K—K2 |
| 22 | K—K3 | KR—Q1 |
| 23 | B—B2 | KR—Q3 |
| 24 | P—KKt4 | P—B4 |
| 25 | R—B1 | P—Kt3 |
| 26 | B—Kt1 | R—Q1 |
| 27 | R—Kt1 | R—KR1 |
| 28 | R—Kt3 | P—KR4 |
| 29 | P×P | |

To let Black capture first would be worse.

- | | | |
|----|--------|-------|
| | | KR×P |
| 30 | QR—Kt1 | Kt—R2 |
| 31 | R—R1 | R—Q1 |
| 32 | B—B2 | R—KR1 |
| 33 | B—Q1 | R—R5 |
| 34 | R—Kt4 | P—B3 |
| 35 | R×R | |

It was not good to open up by this exchange a position of power for Black's Knight.

- | | | |
|----|-------|--------|
| | | P×R |
| 36 | B—Kt4 | Kt—Kt4 |
| 37 | R—QBr | R—Q1 |
| 38 | R—B3 | R—Q5 |
| 39 | R—B4 | |

This, too, introduces a weakness, tying the King to the defence of the KP.

- | | | |
|----|-------|------|
| | | R×R |
| 40 | P×R | K—Q3 |
| 41 | P—R3 | K—B3 |
| 42 | P—Kt3 | |

P—Kt4

A serious blunder, enabling White to release his Bishop. He should have played 42.. P—R3; 43 K—Q3 (if 43 P—R4, P—Kt4; 44 P×P ch, P×P; 45 P×P ch, K×P; 46 B—K2 ch, K—Kt5, &c.), P—Kt4; 44 P×P ch, P×P; 45 K—K3, P—B5, and White would have no move to avoid loss.

- | | | |
|----|---------|--------|
| 43 | P×P ch | K×P |
| 44 | B—K2 ch | K—R4 |
| 45 | B—B1 | K—Kt3 |
| 46 | K—Q3 | Kt—B6 |
| 47 | B—K2 | Kt—Q5 |
| 48 | B—Q1 | Kt—Kt4 |
| 49 | P—R4 | Kt—Q3 |
| 50 | B—B3 | K—R4 |

Here Tarrasch points out a continuation which promises a win for Black, viz. 50.. P—B5 ch; 51 P×P (if 51 K—B3, P×P; 52 K×P, K—B4; 53 K—B3, Kt—B2,

followed by Kt—Kt4), K—B4; 52 K—B3, Kt×QBP; 53 B—Kt2, Kt—Q3; 54 B—B3, Kt—B2; 55 B—R1, Kt—Kt4; 56 B—Kt2, P—R4, and White must let the Black King in.

51 K—B3 K—Kt3
52 B—Kt2 P—R4

If now P—B5, 53 P—Kt4.

53 B—B3 K—B3
54 B—Kt2 K—Q2
55 K—Q3 K—K2
56 B—B1 K—B2
57 K—K3 K—Kt2
58 B—K2 K—R3
59 B—B1 K—Kt4
60 B—K2 Kt—B1
61 B—R6 Kt—Kt3
62 B—Kt5 Kt—B1

Drawn.

GAME 3

Nuremberg, July 23, 1896

RUY LOPEZ

White : Black :

WINAWER CHAROUSEK

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3
4 B—R4 Kt—B3
5 Castles B—K2
6 Kt—B3

6 R—K1 had not yet become fashionable, the text-move

and 6 P—Q3 being usual, and 6 P—Q4 an occasional variant.

P—Q3 5

This move is now almost always preceded by P—QKt4—though not because Black has much reason to fear the exchange which Winawer makes next move.

7 B×Kt ch P×B 6
8 P—KR3

P—Q4 was better. Winawer opens rather timidly.

Castles
9 P—Q3 R—Kt1
10 P—QKt3 Kt—Q2
11 P—KKt4 ?

P—Q4 was still the move, equally preventing Black's P—KB4 and offering less scope for a counter-attack.

Kt—B4 8
12 B—K3 Kt—K3 9
13 Kt—K2 P—KR4
14 Kt—R2 B—Kt4 10
15 Kt—Kt3 P×P 11
16 P×P B—B5

Now Black has become very menacing.

17 B×B Kt×B 12
18 K—R1 P—Kt3

Nothing is to be gained by 18..Q—R5; 19 Kt—B5. Black wants to get his Rooks into action.

- | | |
|-----------|-----------|
| 19 Kt—K2 | K—Kt2 |
| 20 Kt×Kt | P×Kt 13 |
| 21 Q—Q2 | Q—Kt4 |
| 22 P—KB3 | B—Q2 |
| 23 R—B2 | R—KR1 14 |
| 24 R—KKt1 | R—R6 15 |
| 25 QR—Kt2 | QR—KR1 16 |
| 26 K—Kt1 | P—B3 17 |
| 27 P—R4 | R—Kt6 |
| 28 K—B1 | QR—R6 18 |
| 29 K—K1 | Q—R5 |

Threatening to win a clear Rook by 30..R×R.

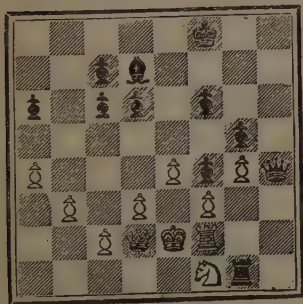
- | | |
|----------|----------|
| 30 K—Q1 | R×R |
| 31 R×R | R—Kt6 19 |
| 32 R—B2 | R—Kt8 ch |
| 33 Kt—B1 | K—B1 |

So far Charousek has conducted the game admirably ; but this move is difficult to understand. There seems no objection to P—Kt4 at once.

- 34 K—K2 P—Kt4 20

Now this is perilous.

Position after Black's 34th move.



- 35 Q—B3 !

If 35 R—R2, Q×R ch ; 36 Kt×Q, R—Kt7 ch ; 37 K—K1, R×Q ; 38 K×R, White cannot hope for more than a draw. The text-move is much better, for it threatens to gain the Queen, and if in reply 35..Q—R3 or R1, then 36 R—R2, Q moves ; 37 K—B2, winning. The demerits of Black's 33rd move are now obvious, since he is forced to make a desperate throw.

B×P

- 36 Q×P ch ?

Now White misses the way. After 36 P×B, Q×P ch ; 37 K—K1, Q—R5 ; 38 Q—Q2, Black can do nothing, in spite of his passed Pawns, e.g. 38..P—B6 ; 39 K—Q1, with Q—K1 to follow.

K—K1 21

- 37 P×B
38 K—K1

Q×P ch 22

If 38 K—Q2, R—Kt7 ; 39 R×R (if 39 Q—Kt6 ch or R8 ch, Black King escapes to the Q side ; and if 39 Q—Q4, obviously P—B4), Q×R ch ; 40 K—K1, P—B6, the position would have become the same as in the actual game.

Q—R5

Threatening P—B6, followed by R×Kt ch.

39 K—K2 Q—Kt5 ch
40 K—K1 Q—R5
41 Q—K6 ch K—Q1
42 K—K2 Q—R4 ch
43 K—Q2 Q—R8
44 R—R2

The alternative was 44 Q—B6 ch, K moves; 45 Q—R1, P—B6; 46 Q—K1, when P—Kt5 would make White's position very uncomfortable.

45 R×R R—Kt7 ch
46 K—K1 Q×R ch
47 Q—Kt8 ch P—B6
48 Q—R7 ch K—Q2
49 Q—R8 ch K—B1
50 Q—R2 K—Kt2
51 Q—R2

A draw is foreshadowed, White's pieces all being fixed to their squares and the Knight being bound to be given up eventually for a Pawn. Of course Black cannot now advance the KtP, for then would follow 51 Q×Q, P×Q; 52 K—B2!, P×Kt(Q) ch; 53 K×Q, and the Pawn would fall.

51 P—B3 P—B4
52 P—Q4? K—B3

This should have cost White

the game. The right line was 52 P—Kt4, P—Kt5 (best); 53 Q×Q, P×Q; 54 K—B2, P×Kt(Q) ch; 55 K×Q, P—Q4 (again best), when there is nothing left but a draw. 56 P×P ch would lose, but 56 P—K5 could be safely played.

53 P×P P×P
54 Q×Q P—R4!

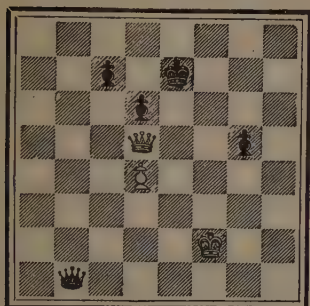
The exchange is now forced.

55 K—B2 P×Q
56 K×Q P×Kt(Q) ch
57 K—B2 K—Q2
58 P—Kt4 K—K3

If 58 K—Kt3, P—Q4; 59 P—Q5, P—B4; 60 P×P, K×P, Black wins easily. The text-move is a spirited attempt to secure a draw still, but it should have failed.

59 P—R5 P×P
60 P—R6 K—Q2
61 P—K5 K—B3
62 P—K6 P—QKt6
63 P—K7 P—Kt7
64 P—R7 K—Q2
65 P—R8(Q) K×P
66 Q—Q5 P—Kt8(Q)

*Position after White's 66th
move.*



Q—QB8 40

Tarrasch gives as best 66.. Q—B7 ch. If the White King then goes to the first rank, 67..Q—B8 ch, followed by 68..Q—KB5, or 68..Q—Q7 ch and 69..Q—B5. If 67 K—B3, Q—Q6 ch; 68 K—Kt4, Q—K6, White must continue to protect his Pawn with the Queen, and is forced to move his King, to prevent Q—K3 ch. If then 69 K—B5, Q—B5 ch, with the two threats of Q—B3 and Q—B2 when the King moves again; while if 69 K—R5, K—B3; 70 Q—R1 (to stop the mate), Q—B5, &c. After the text-move the win is much harder.

67 Q—K4 ch K—Q1
68 Q—R8 ch K—Q2 40

69 P—Q5 ! Q—B5 ch
70 K—Kt2 Q—K5 ch

70..P—Kt5; 71 Q—B6 ch, K—Q1; 72 Q—R8 ch, K—K2; 73 Q—Kt7, P—Kt6; 74 Q×P ch, K—B3; 75 Q—B3 ch, K—B4; 76 Q—Kt2 (not 76 Q—B2 ch, because of Q—K5 ch), Q—K6; 77 Q—R2, K—B5 forced the win. If now 78 K—R3, Q—Q6, threatening to win the Queen in two moves; 79 K—Kt2 (if 79 Q—R4 ch, K—K4 at once), Q—B6 ch; 80 K—Kt1, P—Kt7; 81 Q—B4 ch, K—K4, and White's Pawn is lost, and with it the game.

71 K—Kt3 K—K2
72 Q—R5 K—B3

Charousek here throws away his last chance, 72..Q—K4 ch; 73 K—Kt4, P—B4!, when the last White Pawn must ultimately fall.

73 Q×P Q×P
74 Q—Q8 ch K—B4
75 Q—B8 ch K—Kt3
76 Q—K8 ch Q—B2
77 Q—K4 ch K—Kt2
78 K—Kt4 Q—B3

Abandoned as a draw.

A curious and eventful game

GAME 4

Nuremberg, July 24, 1896

TWO KNIGHTS'
DEFENCE
(GIUOCO PIANO)

White : Black :

ALBIN CHAROUSEK

- | | |
|----------------------|--------------------|
| 1 P—K ₄ | P—K ₄ |
| 2 Kt—KB ₃ | Kt—QB ₃ |
| 3 B—B ₄ | Kt—B ₃ |
| 4 P—Q ₃ | |

Leaving Black little option but to transpose into the Giuoco Piano. Marshall at Mannheim, 1914, answered Mieses's 4 P—Q₃ with P—Q₄; but that move is not good. With the opening as played here, compare Games 6 and 57, which diverge next move. On 4 Kt—B₃ see Game 97.

- | | |
|----------------------|--------------------|
| | B—B ₄ 3 |
| 5 P—B ₃ | P—Q ₃ |
| 6 P—QKt ₄ | |

Not advisable with the game quite undeveloped, though various masters, such as Blackburne, Teichmann, and Bird (whose peculiar style it suited) have adopted the move on occasions, and it was frequently seen in the Nuremberg Tournament. It may be noted that Blackburne against Tarrasch, in

the 6th round, played 6 QKt—Q₂, Castles; 7 P—QKt₄, B—Kt₃; 8 P—QR₄, P—QR₃; 9 B—Kt₃, not pushing P—R₅, but bringing his QKt *via* B₄ to K₃—a much better scheme than Albin's.

- | | |
|---------------------|-------------------|
| | B—Kt ₃ |
| 7 P—QR ₄ | P—QR ₃ |
| 8 P—R ₅ | |

This further advance is decidedly weakening to White's game. Either QKt—Q₂ or B—K₃ is better.

- | | |
|----------------------|------------------|
| | B—R ₂ |
| 9 B—K ₃ | Castles 6 |
| 10 Q—Kt ₃ | |

Useless after Black has castled. In one score of this game White's 9th and 10th moves are transposed.

Kt—K₂

Charousek's strategy in thus removing the Knight has been condemned; but it seems unobjectionable, provided that a quick way be found to bring the QR into play again after B×B, R×B. 10...Q—K₂, however, is no doubt safer, preparing for B—K₃.

- | | |
|-----------------------|--------------------|
| 11 QKt—Q ₂ | P—B ₃ |
| 12 B×B | R×B 7 |
| 13 Q—B ₂ | Kt—Kt ₃ |

P—Q4 seems good here. It was that threat which compelled White's last move.

14 Castles KR Kt—R4

At this point the QR might advantageously be freed, by P—Kt4. The text-move will keep for a more suitable occasion.

15 KR—K1

Here White, in his turn, should play P—Q4.

16 Kt—B1 K—R1
17 Kt—Kt3 P—KB4
KKt—B5?

The exchange of Pawns first would have kept the initiative to some extent in Black's hands. There was also 17.. Kt×Kt; 18 RP×Kt, P—B5 to be considered.

18 P×P B×P
19 Kt×B R×Kt
20 P—Q4! R—R4

Q—B3 has points. The Rook is not well placed here.

21 P×P P×P

Kt×P seems somewhat better.

22 QR—Q1 Q—KB1

Clearly now Black has a bad game, the position of his QR telling heavily against

him. But Q—QB1 was better than the text-move.

23 R—Q7 R—R1

If 23..R—B4, 24 KR—Q1, with every prospect of speedy success.

24 B—B7! Q—B1
25 KR—Q1 R—R3

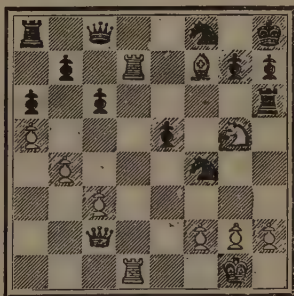
If Kt—Q4, 26 B×Kt(Kt6).

26 Kt—Kt5

Much better than R—Q8 ch.

Kt—B1

Position after Black's 26th move.



27 B—B4 R—B3

If 27..Kt×R, 28 Kt—B7 ch and 29 Kt—Q6 dis. ch.

28 KR—Q6! P—KKt3

If R×R, 29 Kt—B7 ch, &c.

29 R×R Kt×R

29..Q×R; 30 Kt—B7 ch, K—Kt2; 31 Kt×P, Q—K1 would have prolonged the game.

30 R—B7 Kt—B3

If 30..Kt—B1, 31 Q—K4, Q—Kt1; 32 R×Kt(B4), and all is over.

31 P—R3

To stop Q—Kt5. Hoffer, however, discovered a prettier line, 31 Q—K4, when if Q—Kt5, 32 R×P ch and mate in 2. Black must therefore play his Queen to some square to protect his KP, and must lose a Knight.

P—R3

32 Kt—K6! Kt(B3)—R4

If Kt×Kt, 33 Q×P, &c.

33 Q—K4 Resigns.

A fine game on Albin's part.

GAME 5

Nuremberg, July 25, 1896

BISHOP'S GAMBIT

White : Black :

CHAROUSEK STEINITZ

1 P—K4 P—K4

2 P—KB4 P×P

3 B—B4 Kt—KB3

A move occasionally played by Morphy (e.g., in two off-

hand games against Andersen, 1858, and Arnous de Rivière, 1863), and ascribed by Löwenthal to the German-American player, Lichtenhein. Lichtenhein only revived the move, however, for it was known to Lopez in the sixteenth century. Steinitz adopted it against Blackburne at Hastings, 1895, having previously favoured the sounder 3..P—Q4, followed by check with the Queen.

4 Kt—QB3 Kt—B3

5 Kt—B3 B—Kt5

6 Castles Castles

P—Q3 first would prevent the driving back of the Knight.

7 P—K5

The safe move is 7 P—Q3, leading to an equal game. 7 Kt—Q5, as played in Rabinovitch-Bogoljuboff, Interned Russians' Tournament, Triberg, 1915, is a speculative and interesting sacrifice of another Pawn, aiming at 7..Kt×P; 8 P—Q4, Kt—B3; 9 Kt—Kt5.

Kt—K1

Steinitzian. The other two possible moves of the Knight, however, give Black a difficult game, while 7..P—Q4 is

answered by 8 B—Kt3, winning a Pawn.

8 Kt—Q5 B—R4
9 P—Q4 P—Q3
10 B×P B—KKt5
11 P×P

This exchange brings Black's KKt into action again and therefore looks unwise. But the problem is how else to avoid an isolated Pawn on K5.

12 B—QKt3 KKt×P
13 P—B3 Kt—B4
14 Q—K1 Kt—R5
 B×Kt

If 14..Kt×Kt ch, 15 P×Kt, B—R6; 16 R—B2, Kt×P?; 17 R—Q1, and White has a strong attack. If then 17..P—B4, 18 Q—K5, R—K1; 19 Q—R5, Kt—K7 ch; 20 R×Kt.

15 P×B Kt—Kt3

If 15..QKt×P, 16 Kt—K7 ch and 17 Q×Kt.

16 Q—Kt3

But now White cannot let Black capture the QP, there being no longer any threat of winning the Queen with Kt—K7 ch. *E.g.*, 16 B—Kt3, Kt×P; 17 R—Q1, Kt×B; 18 Kt×P, Kt—Q5! 19 Kt×R, Q×Kt; 20 R×Kt, B—Kt3, leaving White

an isolated Pawn and Bishop against Knight (J. H. Blake in *B.C.M.* 1896, p. 408). 16 B—K3 might be considered.

Kt×B

17 Kt×Kt

Q×Kt is better, White's Knight being strongly posted, so as to keep Black's Q side blocked.

18 QR—K1 Kt—K2
19 Q—Kt5 P—B3
20 Q×Q Kt—Kt3
21 Kt×Kt B×Q
 RP×Kt

Now a draw appears almost certain with the Bishops of opposite colours.

22 R—K4 B—B3
23 KR—K1 KR—Q1
24 K—B2

Had he played to a White square, the check on move 32 would have been avoided.

25 R—Q1 P—QKt4
26 P—QR4 P—R4

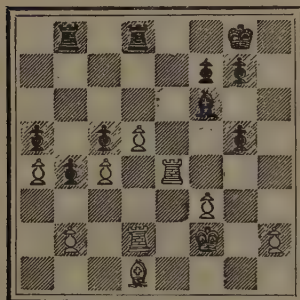
26 P—QR3 was better.

27 R—Q2 QR—Kt1
28 P—QB4 P—Kt5
29 P—Q5 P—B4
30 B—Q1?

The Bishop should not have

been moved. Now Steinitz gets the opportunity he wants.

Position after White's 30th move.



31 R—Q3 P—Kt6 !
 32 R×P R—Kt5
 33 R×B B—Q5 ch

If 33 K—K2, White loses two Pawns, leaving him one down, though with prospects of a draw still. Being young, Charousek prefers to try for a win by giving up the Exchange.

R×R
 34 B×R

Again there are drawing prospects with 34 R—Q2, QR moves; 35 P—Kt3.

P×R
 35 B—Q1

The last chance was 35 P—B5, when Black dare not go after the Bishop with

his Rook. But 35..K—B1 saves the situation. If then 36 B—B4, R—B1; 37 P—B5, K—K2, and White has to guard against the loss of his KRP. Or if 36 P—Q6, K—K1; 37 B—B4, K—Q2.

R—K1
 36 P—B4 P×P
 37 B—Kt4 P—Kt3
 38 P—B5 P—B4
 39 P—Q6 K—B2
 40 B—K2 R—QB1

White resigns.

Tarrasch calls this resignation premature, seeing that White still has at his disposal 41 B—B4 ch, K—B3 (if K—K1, 42 B—Kt5 ch, and 43 P—B6); 42 P—Q7. But after 42..R—KR1; 43 P—B6, K—K2, White's position is surely hopeless.

GAME 6

Nuremberg, July 27, 1896

TWO KNIGHTS'
 DEFENCE (GIUOCO
 PIANO)

White : Black :

TCHIGORIN CHAROUSEK

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—B4 Kt—B3
 4 P—Q3

Compare Games 4 and 57. The opening becomes a Giucco Piano.

5 P—B3 B—B4
6 QKt—Q2 P—Q3

Albin here played P—QKt4, while Blackburne against Tarrasch played the text-move, followed by P—QKt4. See the note on Game 4, move 6. Tchigorin has a different scheme in view, having played the same opening for nine moves against Lasker in the Petrograd Quadrangular Tournament, on January 16, 1896.

7 Kt—B1 Castles
 P—Q4

Some critics have called this premature, preferring 7.. B—K3. But when Lasker made the same move against Tchigorin six months earlier it was highly commended.

8 P×P Kt×P
9 B—K3 Kt×B
10 Kt×Kt

The Petrograd game continued here 10 P×Kt, P—K5!, a variation which Tchigorin now avoids.

11 Q—K2 Q—Q3
12 Kt—Kt5 B—K3
 B×B

12.. B×Kt; 13 P×B, B×B is much better. White's Knights are now extremely powerful.

13 Kt×B Q—Kt3
14 Kt—K4 B—K2
15 P—KKt4

To stop the freeing of Black's game by P—B4. For if 15.. P—B4; 16 P×P, R×P; 17 Kt—Kt3.

16 Kt—K3 KR—Q1
 P—Kt4

R—Q2, with a view to doubling, was better.

17 Kt—B5 B—B1
18 P—KR4! Q—K3
19 Q—B3 Kt—K2
20 P—R5 R—Q2

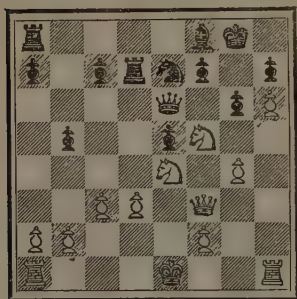
If P—KR3, 21 P—Kt5.

21 P—R6

Tchigorin's style against young players was like W. G. Grace's bowling manner against young batsmen—rather terrifying. It is noteworthy that Charousek's score against Tchigorin in match-games was: 3 wins, 4 losses, and 1 draw (at Cologne).

P—Kt3

Position after Black's 21st move.



22 Kt—Kt7

Kt—K3 also wins.

	B×Kt	10
23 P×B	Kt—Q4	
24 R×P	K×R	
25 Kt—Kt5 ch	K×P	✓
26 Kt×Q ch	P×Kt	✓
27 Castles	Kt—Kt3	
28 P—Kt5	R—KB1	
29 Q—R3	QR×P	
30 Q—R6 ch	K—B2	
31 Q—R7 ch	K—K1	
32 Q×P ch	K—Q1	
33 Q—Kt8 ch	K—K2	✓
34 P—Kt6	R—Kt7	
35 R—B1	Resigns.	

GAME 7

Nuremberg, July 28, 1896

QUEEN'S PAWN GAME

White : **Black :**

SCHLECHTER CHAROUSEK

1 P—Q4 P—Q4

2 Kt—KB3 B—Kt5

A move frequently played by Tchigorin, *e.g.*, against Steinitz in their first match at Havana, 1889, and against Lasker and von Bardeleben at Hastings, 1895. There is no better reply than 3 P—B4, threatening Q—Kt3. See the 10th Havana game. In the 2nd game Steinitz played 3 Kt—K5, like Schlechter here.

3 Kt—K5 B—R4

4 P—QB4

Now this is inferior, as Charousek at once shows. In the second Havana game Steinitz played here Q—Q3, which is the best move in the position. A London—Petrograd correspondence game continued 4 P—KKt4 ?

	P×P	✓
5 Q—R4 ch	P—B3	
6 Q×P (B4)	Kt—Q2	✓
7 Kt×Kt	Q×Kt	
8 Kt—B3	R—Q1	
9 Q—Kt3		

White cannot play 9 P—K3, because of the reply P—K4 ; and the alternative defence of the Pawn by 9 B—K3, intending P—B3, B—B2, &c. is not attractive. Against the text-move Black cannot well play 9..Q×P ; but he has an excellent continuation instead of that.

10 P—K₃ Kt—B₃
 11 P×P P—K₄!
 Kt—K₅

Threatening mate on Q8.

12 P—B₃ Kt—B₄
 13 Q—B₂ Q—K₃
 14 B—K₂ Q×KP
 15 Castles

Not 15 P—B₄, because of
 Q—B₃; 16 B×B, Q—R₅ ch.

16 P—K₄ B—Kt₃
 17 B—KKt₅ P—B₄!

Q₃; 21 R×P, Kt—K₅;
 22 Kt×Kt, B×Kt; 23 R
 × B, B—B₄ ch; 24 K
 —R₁, Q×R; 25 R—K₁,
 Castles +.

18 P—B₄ Q—Q₅ ch
 19 K—R₁ Kt×P
 20 Kt×Kt Q×Kt
 21 Q×Q P×Q
 22 B—Kt₄ R—Q₆
 23 P—B₅ B—B₂
 24 QR—K₁ B—Q₄
 25 P—B₆ P×P
 26 B×P R—Kt₁
 27 B—B₅ B—Kt₅
 28 R—K₂ R—Q₇
 29 KR—K₁ R×R

*Position after White's 17th
 move.*



R—Q₂

Black, as Tarrasch points
 out, here misses 17..P×P;
 18 B×R, P×P; 19 Q—Q₂,
 P×B (or 19..B—Q₃; 20
 R×P, Q×P ch; 21 K moves,
 K×B +); 20 KR—K₁, B—

29..P—K₆; 30 R×P ch,
 K—B₂; 31 B—K₆ ch, B×B;
 32 R×B, QR×KKtP would
 have left White without a
 resource.

30 R×R R—B₁
 31 B×KP K—Q₂
 32 B×B P×B
 33 R—KB₂ B—B₄
 34 R—B₃ P—Q₅
 35 K—Kt₁ B—Kt₃
 36 K—B₂ K—K₃
 37 B—Kt₅ R—B₁
 38 K—K₁ K—Q₄
 39 K—Q₂ R—KKt₁
 40 R—B₅ ch K—K₅
 41 P—KKt₄ B—B₂

Threatening R×B and B—
 B₅ ch.

42 P—KR4 P—KR3
 43 B×P R×P
 44 R—B7 B—K4

White dare not take the offered Pawn without loss of the game.

45 R—B1 R×P
 46 R—K1 ch K—Q4
 47 B—Kt5 R—Kt5
 48 B—K7 R—Kt7 ch
 49 R—K2 B—B5 ch
 50 K—Q1 R×R

Black's last chance of winning was 50..R—Kt6, threatening P—Q6. If 51 R—KB2, K—K5; 52 R×B ch, K×R; 53 B—Q6 ch, K—B6; 54 B×R, K×B and wins.

51 K×R K—K5
 52 B—Kt4 B—B8
 53 P—Kt3 P—Q6 ch
 54 K—Q1 B—B5
 55 B—B3 K—Q4
 56 K—K1 B—K4
 57 B—Q2 K—Q5
 58 K—Q1 B—Q3
 59 K—B1 B—R6 ch
 60 K—Q1 P—Kt3
 61 B—R6 B—Kt5
 62 B—Kt7 ch K—Q4
 63 K—B1 K—B3
 64 K—Q1 K—Kt4
 65 B—B6 P—R4
 66 B—Q8 B—B6
 67 K—B1 P—R5
 68 P×P ch K—B5
 69 K—Q1 Drawn.

GAME 8

Nuremberg, July 29, 1896

X EVANS GAMBIT

White : Black :

CHAROUSEK BLACKBURNE

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—B4 B—B4
 4 P—QKt4 B×P
 5 P—B3 B—B4
 6 Castles P—Q3
 7 P—Q4 B—Kt3

Now the ordinary position in Lasker's Defence is reached. But Charousek does not wish merely to recover his Pawn. He follows Tchigorin's lead in a game against Lasker, Petrograd Quadrangular Tournament, 1895. Another promising line is 8 B—K3, with Q—B2 and QKt—Q2 to come.

8 P—QR4 P×P

Lasker here played Kt—B3.

9 P×P B—Kt5
 10 B—Kt2 Q—B3
 11 B—Kt5 B×Kt

Tarrasch prefers 11..P—QR3, followed by KKt—K2 and Castles KR.

12 P×B P—QR3
 13 B×Kt ch P×B
 14 Kt—R3 Kt—K2

- | | |
|-----------|------------|
| 15 K—R1 | Castles KR |
| 16 Kt—B4 | P—Q4 |
| 17 Kt×B | P×Kt |
| 18 Q—K2 | Kt—Kt3 |
| 19 KR—Kt1 | KR—K1 |
| 20 R—Kt3 | Q—K3 |
| 21 QR—K1 | P—Kt4 |

Position after Black's 27th move.



The wrong Pawn. This leaves a hole at QB4 and a good diagonal for White's Bishop. 21..P—QB4 offers the best chance of making use of the extra Pawn and keeping the Bishop from obtaining too great freedom.

- | | |
|----------|------|
| 22 P—R5! | R—R2 |
| 23 Q—Q2 | |

Preparing the advance of the BP.

- 28 B—Q6! Kt—K2?

Now the sacrifice of the Exchange is Black's only chance. He would, at any rate, have two Pawns to set off against it.

24 P—K5 P—KB4
 R—KB2

24..P—B5 would stop White's Pawn advance, but would necessitate the continuance of the Knight on Kt3, while it is practically certain he will be needed at K2 to protect the weak QBP.

- | | |
|----------|---------|
| 29 Q—Kt4 | Kt—B1 |
| 30 QR×P | Kt×B |
| 31 P×Kt | Q—K1 |
| 32 Q—B5 | R—K8 ch |
| 33 K—Kt2 | Q—K5 ch |
| 34 K—R3 | R—Q2 |
| 35 R—B7 | Q—K3 |
| 36 Q—R7 | R—KR8 |

The last kick, which White has no difficulty in avoiding.

- | | |
|----------|------|
| 25 P—B4 | Q—Q2 |
| 26 B—R3 | R—K3 |
| 27 R—QB1 | Q—Q1 |
- 27..Kt—K2, and if 28 B—Q6, R×B seems best.

- | | |
|------------|----------|
| 37 K—Kt2 | Q—K5 ch |
| 38 R—B3 | R×P ch |
| 39 K×R | Q×R |
| 40 R—B8 ch | K—B2 |
| 41 Q×R ch | K—Kt3 |
| 42 Q—K6 ch | Resigns. |

GAME 9

Nuremberg, July 30, 1896

FOUR KNIGHTS
GAME

X White : Black :
 SCHIFFERS CHAROUSEK

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 Kt—B3 Kt—B3
 4 B—Kt5 P—QR3

As is well known, this move has caused much controversy among the analysts, finding far more favour in Germany than elsewhere.

5 B—R4

Not the best way to take advantage of Black's last move. Schlechter—Tarrasch, Hastings, 1895, is the model game, from White's point of view, in this variation, beginning with 5 B×Kt.

P—Q3

5..P—QKt4; 6 B—Kt3,
B—B4 deserves attention.

6 P—Q4 Kt—Q2

Based on an idea of Tchigorin's in a variation of the Ruy Lopez, where White has played Castles instead of the Kt—QB3 of the present game. Compare also Game 11. White here simplifies,

and after missing his chance on move 11 finds nothing left.

7 P×P P×P
 8 Castles B—Q3
 9 B—Kt5 P—B3
 10 B—K3 Castles ?

This should have cost a Pawn by 11 Q—Q5 ch. 10.. Kt—B4 was the move.

11 Kt—R4 ? Kt—B4
 12 QB×Kt B×B
 13 B—Kt3 ch K—R1
 14 Q—R5 Q—K1
 15 Q×Q R×Q
 16 Kt—Q5 B—Q3
 17 P—QB4 R—Q1

Otherwise 18 P—B5 wins the Exchange.

18 P—KR3 Kt—Q5
 19 B—Q1 B—K3
 20 R—B1 P—B3
 21 Kt—QKt6 QR—Kt1
 22 P—R3 B—QB2
 23 Kt—R4 P—KKt4
 24 Kt—KB3 Kt×Kt ch
 25 B×Kt R—Q5
 26 P—QKt3 P—Kt3
 27 KR—Q1 QR—Q1
 28 K—B1 B—B2
 29 K—K2 R×R
 30 R×R R×R
 31 K×R P—Kt4
 32 Kt—B5 P×P
 33 Kt×P B—Kt3
 34 P×P QB×P
 35 Kt—Kt8 B—Kt4

36 Kt—Q7 B×P
 37 Kt×P B—B4
 38 Kt—Q7 B—Q5
 39 B—K2 B—R5 ch
 40 K—Q2 K—Kt2
 41 B—Q1 B—Kt4
 42 B—K2 B—R5
 43 B—Q1 B—Kt4

Q ; 13 Kt×Q, B×Kt ; 14 Kt×B, P—QKt3 was stronger. Now Black has to give back the Gambit Pawn.

12 Q—B2 B×Kt
 13 Q×B P—KB4
 14 Kt—Kt5 Kt—B3
 15 B×P

Drawn by repetition of moves.

Q—K6 ch avoided the difficulties following on this move.

GAME 10

Nuremberg, July 31, 1896

BISHOP'S GAMBIT

White : **Black :**

CHAROUSEK SCHALLOPP

1 P—K4 P—K4
 2 P—KB4 P×P
 3 B—B4 Kt—KB3
 4 Kt—QB3 B—Kt5 ?

QR—K1
 16 Q—Q2 Kt—K2
 17 P—QKt4 Q—Q2
 18 P—Q4 Kt—Q4
 19 Kt—B3 Kt×B
 20 Q×Kt R—K7
 21 KR—K1

Not 21 Kt—K5, because of Q—Q4 ; 22 R—B2, R×Kt.

Q—K3

Compare, up to this point, Game 5, where the superior 4..Kt—B3 is played. In reply to the text-move White had 5 P—K5, and if P—Q4, 6 B—Kt5 ch, P—B3 ; 7 P×Kt, with marked advantage.

Now follows some pretty play on both sides.

Position after Black's 21st move.

5 KKt—K2 ? Castles
 6 Castles Kt×P
 7 Kt×Kt P—Q4
 8 B×P Q×B
 9 P—Q3 B—Kt5
 10 P—B3 B—B4 ch
 11 K—R1 B—Kt3

11..Q—R5 ; 12 Kt×P, B×



22 Kt—K₅ Q×P
 23 Q—B₃ R×R ch
 24 R×R P—B₃
 25 Kt—Q₇ Q—Q₇
 26 Q—K₂

But here Charousek, who had struck his second bad patch in the tourney, makes a mistake. He should have played 26 R—KB₁, when Black could only save the Exchange at the cost of a draw by repetition of moves, e.g., 26..R—B₂; 27 Kt—K₅, R—B₃; 28 Kt—Q₇, R—Kt₃; 29 Kt—K₅, &c.

27 R×Q Q×Q
 R—R₁!

Forestalling White's Kt×B.

28 R—K₇ B—Q₁
 29 R—K₈ ch K—B₂
 30 R—R₈ P—QR₄
 31 P×P

If 31 Kt—Kt₆, P×P; 32 Kt×R, P×P wins. And if 31 R×P, of course P×P, threatening mate.

32 P—Kt₃ R×P
 33 Kt—B₅ B—B₂
 34 P—B₄ R—Kt₄
 35 R×P R—Kt₅
 36 R—R₅ B—Q₃
 37 P—Kt₄ K—Kt₃

It does not matter what he does.

P×P
 38 R—R₈ B×Kt
 39 P×B R×P
 40 R—QKt₈ R×P
 41 R×P R—B₇
 42 R—Kt₄ K—Kt₄
 43 R—Kt₇ P—Kt₃
 44 R—KB₇ P—B₄
 45 K—Kt₁ P—B₅
 46 R—B₇ P—B₆
 47 R—B₅ ch K—R₅
 48 K—B₁ K—R₆
 49 K—K₁ P—Kt₄

White resigns.

GAME 11

Nuremberg, August 1, 1896

RUY LOPEZ

White : Black :

TEICHMANN CHAROUSEK

1 P—K₄ P—K₄
 2 Kt—KB₃ Kt—QB₃
 3 B—Kt₅ P—QR₃
 4 B—R₄ Kt—B₃
 5 Castles B—K₂
 6 Kt—B₃ P—Q₃
 7 P—Q₄ Kt—Q₂

Compare the position in Game 9, where, however, White has not castled, nor has Black played B—K₂.

8 Kt—K₂

The situation is now, after a slight transposition of

moves, the same as in Schlechter—Tchigorin, Hastings, 1895. In that game Steinitz commended, instead of Kt—K2, Kt—Q5, so as to exchange the Knight for Black's KB.

P—QKt4

Tchigorin here played 8.. Castles and, after 9 P—B3, B—B3, with Kt—K2—Kt3 to follow, not disturbing his Q side.

9 B—Kt3 Kt—R4

This plan of 'drawing the tooth' of the Lopez attack has a fascination for many players of Black; but it often results, as here, in a weakening of the Q side.

10 Kt—Kt3 Kt×B
11 RP×Kt Castles
12 B—K3 R—K1
13 P—Q5

Of doubtful value.

14 Q—Q3 B—B1
15 Kt—Q2 P—Kt3

This might have been omitted in favour of 15 P—Kt4, followed immediately by P—Kt3 and P—B4.

16 P—Kt4 B—KKt2
17 P—QB4 R—B1
18 Kt×P P×P
Kt—B3

Tarrasch suggests the Steinitz-like move Kt—Kt1, which would equally open the diagonal for Black's QB without blocking his KBP. Charousek perhaps aimed at Kt—Kt5, which White's next move prevents.

19 P—B3 B—Q2
20 KR—B1 Q—Kt1
21 Q—B3 R—B1
22 Kt—R5 K—B1

Both sides' pieces, and especially Black's, are now much displaced. By his last move Black enables himself to retain his QB, since White no longer threatens Kt—B6—K7 ch.

Position after Black's 22nd move.



23 Kt—B6 Q—Kt2
24 P—Kt5

24 R—R5 was much stronger, threatening KR—R1 and Q—B4. It is difficult to

see what Black could have done in reply. As it is, he soon gets a strong counter-attack.

	P×P 7
25 Kt—R7	KR—Kt1
26 Q×BP	Kt—K1 14
27 Q×Q	R×Q 13
28 Kt—B6	R—B1
29 Kt—K2	P—B4
30 Kt—Kt4	R—B5
31 R×R	P×R
32 B—Q2	Kt—B3
33 Kt—Kt3	P—R4
34 P—R4	P—B5
35 Kt—B1	Kt—K1
36 K—R2	B—KB3
37 P—Kt3	P—Kt4 19
38 RP×P	B×P 21
39 K—Kt2	K—B2
40 B—B3	P×P
41 Kt×P	P—R5
42 Kt—K2	Kt—B3

Possibly this and the following move were owing to time-pressure, 45 moves being due in three hours. 42.. B—K6 was good, a square awaiting the Bishop at QB4. Or there was the simple 42.. B—K2.

43 R—R6	Kt—K1
44 Kt—B2	B—K2 2
45 Kt—K3	Kt—B3
46 Kt—Kt1	

Though White has three spare moves presented to him, he cannot yet win a

Pawn, *e.g.*, 46 Kt×P, B—Kt4; 47 Kt×QP ch, B×Kt; 48 R×B, B×Kt.

	R—B2
47 R—Kt6	R—B1
48 K—R2	

The King gets out of the way of inconvenient checks.

	B—B1
49 R—Kt7	K—Kt3

Not yet B—R3, because of the reply 50 Kt—B5.

50 R—Kt4	B—R3
51 Kt×P	

Even after this Black has good drawing chances.

	B—B5 ch 22
52 K—R1	Kt—R4
53 Kt—Kt6	Kt—Kt6 ch 25
54 K—Kt2	P—R6 ch 26
55 Kt×P	B×Kt ch 27
56 K×B	R—R1 ch 28
57 K—Kt2	R—R8? 33

But this loses. He should have played 57..Kt—K7. If then 58 B—K1, R—R7 ch; 59 K—B1, Kt—Q5, and Black might even win. If 58 K—B1, Kt—Kt6 ch; 59 K—K1 (59 K—Kt1, Kt—K7 ch, &c.), R—R8 ch; 60 K—B2, R—R7 ch, and White cannot avoid perpetual check. Similarly if 58 K—B2, Kt—Kt6 secures a perpetual check.

58 R—B ₄	R—QKt8
59 R—B ₆	Kt—K ₇
60 K—B ₂ !	Kt—Kt6
61 Kt—B ₄	R—B8 ch
62 K—Kt ₂	R—B8
63 Kt×P ch	K—R ₄
64 Kt—Q ₃	R—B ₇ ch
65 K—R ₃	Kt—B8
66 Kt×B ch	Resigns.

Teichmann's first win in the tournament, his previous score being two drawn games against eleven losses !

X GAME 12

Nuremberg, August 3, 1896

FALKBEER COUNTER GAMBIT

White :	Black :
CHAROUSEK	PILLSBURY

1 P—K ₄	P—K ₄
2 P—KB ₄	P—Q ₄
3 KP×P	P—K ₅
4 P—Q ₃	

This is as old as von der Lasa, as Löwenthal records in his *Morphy's Games of Chess*, and Charousek was only the reviver, not (as sometimes stated) the inventor of the move. 4 B—Kt₅ ch was usual at the time.

Kt—KB₃

Owing to the course mentioned in the next note as open to White, this must be considered inferior. 4.. Q×P (the old reply to 4 P—Q₃) is best, and if then 5 Q—K₂ (5 Kt—QB₃, B—QKt₅; 6 B—Q₂, B×Kt; 7 B×B, Kt—KB₃; 8 Q—K₂ leads to the variation below, where Black has the option of Castles or QKt—Q₂), Kt—KB₃. Should White continue 6 Kt—Q₂, then B—KB₄; 7 P×P, B×P; 8 P—KKt₄, B—K₂ ! as in Game 30 is slightly in favour of Black. White has, however, a better line :—6 Kt—QB₃, B—QKt₅; 7 B—Q₂, B×Kt; 8 B×B. If now QKt—Q₂, we get the position in Charousek—Cohn, Game 43, when after 9 P—KKt₄, Castles; 10 B—Kt₂, Black's best move is Q—Q₃. If, on the other hand, 8.. Castles, 9 B×Kt, P×P; 10 Q×P, Q×Q; 11 B×Q, P×B; 12 Kt—K₂, Kt—B₃. In neither case does White's advantage amount to much.

5 P×P	Kt×KP
6 Q—K ₂	

6 Kt—KB₃ is so much the strongest continuation here that it may be said to have spoilt the Falkbeer for Black. After 6 Kt—KB₃, B—QB₄ (if B—KKt₅, 7 Q—K₂, P—

KB₄; 8 P—KR₃, &c.); 7 Q—K₂, B—B₇ ch?; 8 K—Q₁, Q×P ch (if P—KB₄, 9 KKt—Q₂, &c.); 9 KKt—Q₂, P—KB₄; 10 QKt—B₃. White comes out with a Pawn ahead and a good game. Similarly to 7..Q×P White replies 8 KKt—Q₂; while 7..P—B₄ is answered by 8 Kt—B₃. Alapin first demonstrated the strength of 6 Kt—KB₃ in 1899. Charousek had, however, a new move to exploit in the variation beginning with 6 Q—K₂.

Q×P

~~7 Kt—Q₂~~ P—KB₄

8 P—KKt₄!

This is Charousek's innovation, which Schallop copied in his game against Blackburne in the 18th round of the Nuremberg tournament. The move is White's best.

B—K₂

8..Kt—B₃ is the now accepted reply, as seen in a consultation game Bardeleben and others v. Pillsbury and others, Berlin, 1902. 9 P—B₃, B—K₂ may follow.

9 B—Kt₂ Q—R₄

10 P×P

Schallop played the inferior 10 B×Kt and lost quickly.

Kt—KB₃

Good, as enabling Black to Castle next move; but Kt—Q₃ is better still.

11 Kt—B ₃	Castles
12 Castles	Q—B ₄ ch?
13 K—R ₁	Kt—B ₃
14 Kt—Kt ₃	Q×KBP
15 KKt—Q ₄	Kt×Kt
16 Kt×Kt	Q—B ₄

As the result of his 12th move, Black's Queen has been harassed, and White has now a considerable advantage.

17 Kt—K ₆	B×Kt
18 Q×B ch	K—R ₁
19 B—K ₃	Q—Q ₃
20 Q—Kt ₃	P—B ₃
21 QR—Q ₁	

Hoffer mentions having tried over with Charousek afterwards 21 Q×P, Kt—Q₄, 'whereupon 22 B—Q₄ leads to very interesting variations.'

Q—B₂

22 B—Q₂ QR—K₁

QR—Q₁ was better, and if then 23 Q—Kt₃, Kt—Q₄; 24 B×Kt, R×Kt; 25 B—B₃, B—B₃.

23 Q—Kt ₃	B—Q ₃
24 B—B ₃	R—K ₂
25 Q—R ₄	Kt—Q ₄

This move has been condemned, as increasing the power of White's QB. But

Black's position is a difficult one.

26 B×Kt P×B
27 Q—R5 B×P
28 Q×P R—KKt1

28..R—K7 seems slightly better. If then 29 Q—B3?, R×P ch; 30 K—Kt1, Q—B4 ch and wins. However, after 29 Q—KKt5, it is still hard to find a satisfactory continuation for Black.

29 R—Q4 B—K4
30 R—QB4 Q—Kt1

Black has to guard against Q×R ch!

Position after Black's 30th move.



31 R—K1

In this extremely complicated position Tarrasch claims that Charousek missed a well-deserved win by not playing 31 R—K4. His analysis,

somewhat shortened, is as follows:

(A) If 31..Q—Q3, 32 R×B, &c.

(B) If 31 R—Q1, 32 B×B, &c.

If 31..R (Kt1)—K1, again 32 B×B, a mate on KB8 being threatened if Black continues recapturing.

And if 31..R—KB1, then follows 32 R—Q1, B—Q3; 33 R—KR4, B—K4; 34 Q—K4, P—KKt3 [Tarrasch does not notice 34..P—KR3, to which the right reply seems to be 35 R—Q7. If now R(B1)—K1, 36 R×R, R×R; 37 R—R5, B—B3; 38 R×P ch, &c. And if 35..Q—K1, 36 R×P ch, P×R (K—Kt1; 37 Q—R7 ch, K—B2; 38 B×B, &c.); 37 B×B ch, K—Kt1; 38 Q—Kt4 ch, K—R2; 39 R×R ch, Q×R; 40 Q—K4 ch, K—Kt1; 41 Q—Kt6 ch and mate next move]; 35 R—Q7, R(B1)—K1; 36 B×B ch, Q×B; 37 Q×Q ch, R×Q; 38 R×P ch, &c. Tarrasch does not specify which Rook captures, but it is clearly that on KR4.

(C) If 31..B—Q3, 32 R—KR4, B—K4; 33 R×P ch, K×R; 34 Q—K4 ch, K—R3; 35 Q—R4 ch or B—Q2 ch and wins. If, instead of 32..B—K4, 32..R—KB1,

then 33 R×R ch, Q×R; 34 Q—Q3, &c.

Lastly, if 31..B—B3, 32 R×B, R×R; 33 Q×R, P×R; 34 B×P ch, R—Kt2; 35 Q—K7, Q—Kt1; 36 Q×R ch, with a winning end game.

There appears to be one weak link in this chain of reasoning — the italicised move in variation (B). After 31..R—KB1; 32 R—Q1, B—Q3; 33 R—KR4, suppose Black plays B—B5. How is White to win now? If 34 Q—KR5, P—KR3, with everything supported. And if 34 R—KB1, B—Q7! The credit for this ingenious suggestion is due to Mr. J. H. White, part-author of *Modern Chess Openings*.

R—Q1

32 Q—B5

Here again a forced win for White is claimed by Mr. G. W. Baines, of Melbourne, the decisive move being R×B. The main analysis runs thus: 32 R×B, R×Q; 33 R×R(K7), R—Q8 ch (a); 34 K—Kt2, Q—Q1 (b); 35 R(B4)—K4, R—Q7 ch; 36 K—R3, Q—B1 ch; 37 K—Kt3, R—Q1 (c); 38 R—KKt4, R—Kt1; 39 B—K5, Q—KB1; 40 R(K7)×KKtP,

exchanging all off, with a winning end game.

(a) If 33..K—Kt1, 34 R×P ch, K—B1; 35 R×RP, R—KKt4; 36 R(R7)—QB7, and wins. If 33..R—KKt4, 34 R(B4)—K4, &c. And if 33..Q—Q1 or KB1, 34 R×KKtP, &c.

(b) If 34..P—KR4, 35 R×KKtP, R—Q7 ch; 36 K—B1, and Black has no reply, Q—B1 ch being answered by R—B7 dis. ch.

(c) If 37..Q—Kt1 ch, 38 R—KB4, threatening R(K7)—KB7.

If this analysis holds good, then it was on his 32nd move that Charousek missed the reward of his previous fine play.

B—Q3

33 R×R

Pretty, but only leading to a draw. The idea of this Queen sacrifice is probably what led Charousek astray; and yet, apparently, he could have made the sacrifice on the previous move!

B×Q

34 R×KKtP

Here Professor Adolf Brodsky (afterwards Principal of the Royal Manchester College of Music, and between 1914-16

interned in Austria as a Russian subject), who was in Nuremberg at the time, discovered a variation beginning with 34 R×B, which he thought won. But the answer is 34..Q—B5, and if 35 R×KKtP, R—Q5!

R—Q8 ch

35 R—Kt1 dis.ch B—Q5!

36 B×B ch R×B

37 R×R Q—KB1!

White cannot after this avoid the draw, his King being unable to escape from the Black Queen's checks,

38 R—Q3 Q—K2

39 P—KR3 P—KR4

40 R(Q3)—KKt3 Q—K5 ch

41 R(Kt1)—Kt2 Q—K8 ch

42 K—R2 Q—K4

43 P—KR4 Q—B5

44 K—Kt1 Q×P

45 P—B3 Q—KB5

46 R—Kt5 Q—K6 ch

47 K—R2 Q—B6

48 R(Kt2)—Kt3 Q—K7 ch

49 K—R3 Q—K3 ch

50 K—R4 Q—K5 ch

Drawn by perpetual check. If 51 K×P, Q—R2 ch; 52 K—Kt4, Q—K5 ch; 53 K—R3, Q—R8 ch.

A game worthy of the first meeting between two of the finest players who ever lived—both, alas! destined to early immortality.

GAME 13

Nuremberg, August 4, 1896

SCOTCH GAMBIT

White : Black :

CHAROUSEK PORGES

1 P—K4 P—K4

2 Kt—KB3 Kt—QB3

3 P—Q4 P×P

4 B—B4 B—Kt5 ch

Not new, but also not the best move.

5 P—B3 P×P

6 Castles P—B7

Both sides are following old methods, *e.g.*, Staunton—Popert (Staunton's *Handbook*, p. 177). 6..P—Q3, and if 7 P×P, Q—B3 would have been better.

7 Q×P KKt—K2

Popert in the game mentioned played 7..P—Q3, which was best. The continuation was 8 P—QR3, B—R4; 9 P—QKt4, B—Kt3; 10 B—Kt2, Kt—B3.

8 P—QR3 B—R4

9 P—QKt4 B—Kt3

10 B—Kt2 P—B3

Black has not now Popert's resource of 10..Kt—B3, nor can he castle, because of 11 Q—B3.

11 Kt—B3 P—Q3
 12 Kt—Q5 Kt×Kt
 13 B×Kt Kt—K2

Tarrasch gives as Black's best line 13..B—Q2, followed by Q—K2 and Castles QR.

14 KR—K1 P—B3
 15 B—Kt3 B—Kt5
 16 Kt—Q4 Q—Q2
 17 Q—B4! R—KB1

White having prevented all possibility of castling KR, why not 17..Castles QR?

18 P—R3 B×Kt

If at once 18..B—KR4, 19 Kt—K6 and White wins.

19 B×B B—R4
 20 Q—B3

So as not to be forced to give up his KB.

21 B—B2 B—B2
 22 P—B4 B—K3
 23 B—B2 P—QKt3
 Castles

Truly a case of 'castling into it'; but anything else is as bad.

24 P—QR4 K—Kt2?
 25 Q—K3 K—Kt1
 26 P—Kt5 Kt—B1
 27 P×P Q×P
 28 B—Q3 P—Q4
 29 P—B5 P×P

This blunder hastens the end, but B—B2 or P—Q5 could only have delayed it a little.

30 B—Kt5 Q—Q4
 31 P×B Q×P
 32 P—R5 P—B4
 33 P×P Kt×P
 34 B—Kt3 ch K—R1
 35 B—B7 R—QKt1
 36 Q—B5 KR—QB1

White announced mate in 5:
 37 Q—B6 ch, Q×Q; 38 B×Q ch, R—Kt2; 39 R×P ch, K×R; 40 R—R1 ch, Kt—R5; 41 R×Kt mate.

✕ GAME 14

Nuremberg, August 5, 1896

RUY LOPEZ

White : Black :

WALBRODT CHAROUSEK

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—Kt5 P—KKt3

Tarrasch once said of this defence that it is 'not worse than others.' General opinion is against it.

4 Castles

Both Maroczy and Teichmann (among others) have advocated 4 P—B3 as best. But many fine players, in-

cluding Teichmann himself, have played P—Q4. See Game 47 for an example of it. The text-move is tame.

B—Kt2

5 R—K1

Walbrodt was not a 'book' player. In the present game his violation of the principles of development against the Fianchetto defence leads to a poor position.

KKt—K2

6 P—B3 Castles

7 P—Q3 P—Q3

8 Kt—Kt5? P—KR3

9 Kt—B3 K—R2

10 QKt—Q2 P—Q4

P—B4 seems a good alternative.

11 Kt—B1 P—Q5

12 Kt—Kt3 Q—Q3

13 B—R4 B—K3

14 Q—K2 QR—Q1

15 P—B4

After this, there remains no future for the KB except to be exchanged for a Knight, which happens six moves later.

Kt—B1

16 B—Q2 Kt—Kt3

17 B—Kt3 P—QR4

18 QR—B1 Q—B4

19 KR—Q1 Kt—Q2

20 B—R4 Q—Kt3

21 B×Kt P×B

22 R—Kt1 Kt—B4

23 P—Kt4

Giving himself a weak QRP.

P×P 1

24 B×KtP R—QR1

25 P—KR3 R—R5

26 P—R3 KR—QR1

27 Q—B2 Q—R2

28 Kt—Q2 B—KB1

28..Kt—Q2 would force 29 P—B5, to save the Bishop, whereon Black can win the BP with B—B1; 30 KR—QB1, R—Kt1, followed by R—Kt4.

29 KR—QB1 R—R3

30 Kt—K2 R—Kt3

31 P—B4 P—B3

32 P×P P×P

33 Kt—KB3 Kt—Q2

34 P—B5 R—Kt4

35 K—R1 B—Kt2

Not now B×BP because of 36 Kt×KP, B×B; 37 Kt×Kt, B×RP; 38 Q×P.

36 Kt—Q2 Q—R5

37 Q×Q R×Q

38 R—Kt2 Kt—Kt1

39 Kt—KKt1 Kt—R3

40 R(B1)—Kt1 Kt×P

At last the Pawn is won.

41 R—B2 Kt×QP

42 R×P B—Kt1

43 R×P Kt×B

44 P×Kt R(R5)×P

45 R×R R×R

Leaving Black with an end-game which takes much time still to win.

46 R—B5 R—Kt7 !
 47 Kt(Kt1)—B3 R—Kt1
 48 Kt—K1 B—B2 !

B—K1

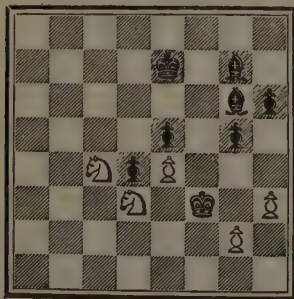
In order that if 49 Kt—Q3, P—Kt4; 50 Kt—B3, Black can get by B—Kt3 a compensating Pawn for the one he loses on K4.

49 K—Kt1 P—Kt4 !
 50 K—B2 B—Kt3 ✓
 51 Kt(K1)—B3 K—Kt1
 52 K—K2 B—B2
 53 Kt—K1 K—B1
 54 Kt(Q2)—B3 R—K1 ✓
 55 Kt—Q3 B—Kt3 ✓
 56 Kt—Q2 K—B2 ✓
 57 K—B3 R—K3
 58 R—B7 ch R—K2
 59 R×R ch K×R ✓
 60 Kt—QB4 B—R4 ch X7

Obviously played with an eye on the clock.

61 K—B2 B—Kt3 X8
 62 K—B3

Position after White's 62nd move.



This is the most interesting part of the game. Black gives up his extra Pawn, which he cannot hold if he means to win. If 62..K—K3, 64 Kt—B5 ch, K—B3; 65 Kt—Q3. The text-move contains a trap, for if in reply 63 Kt(B4)×P, B—Kt4 wins a Knight.

63 Kt(Q3)×P B—Kt4 ✓
 64 Kt—R3

He must stop 64..B—R3 and 65..K—K3, still winning a Knight.

B—B8 ! X10

Not now B—R3, because of 65 Kt—B6 ch, K moves; 66 Kt—Kt4 And after 64..B×Kt; 65 Kt×B Black has clearly no win.

65 Kt(K5)—B4 K—K3 ✓
 66 Kt—Q2

If 66 K—B2, B—Q6; 67 Kt—Q2, B—B1; 68 Kt(R3)—B4, B—Kt5; 69 Kt—Kt2 B—R3; 70 Kt(Kt2)—B2, KB×Kt, we get the position White might actually have had on move 70, first variation.

B—Q6 ✓
 67 Kt(R3)—B4 B—B1 ✓
 68 Kt—Kt2 B—R3
 69 Kt(Kt2)—B4

Tarrasch gives the following interesting variation: 69 Kt(Q2)—B4, B—Kkt2; 70 K—K2, P—Q6 ch!; 71 K—Q2, B—Q5; 72 K—Q1, KB×Kt; 73 Kt×B, K—K4; 74 K—Q2, K×P and wins.

B—Kt5 ✓

70 K—Kt4

If 70 K—B2, KB×Kt; 71 Kt×B, K—K4; 73 K—B3, B—Q6, when White's Pawn moves are quickly exhausted and the Knight has to move, abandoning the KP. If 70 P—Kt4, the end comes quicker still. White chooses the most lingering death.

~~71 Kt×B KB×Kt
72 K—Kt2 B—K7 ch
73 K—B2 K—K4
74 K—B3 B—Q6
75 P—Kt3 P—R4~~

If 75 P—Kt4, P—R5, and the moves are exhausted at once.

B×P ch

76 K—K2

If 76 Kt×B, P—Kt5 ch, &c.

~~77 P×P P—R5
78 K—B2 P×P
79 Kt—Kt3 K—B5
80 Kt—Q2 P—Q6
81 Kt—B1 B—Q4
B—K3~~

82 Kt—Q2 B×P 5
83 Kt—B3 B—Kt4
84 Kt×P P—Q7 6
85 Kt—Kt2 ch K—K5 7
86 Kt—K3 B—B6
87 Kt—Kt2 P—Q8(Q) 8

White resigns.

GAME 15

Nuremberg, August 6, 1896.

KING'S GAMBIT DECLINED

White : Black :

CHAROUSEK JANOWSKI

1 P—K4 P—K4
2 P—KB4 B—B4
3 Kt—KB3 P—Q3
4 P—B3

Compare Games 2, 41, and 72.

Kt—QB3

The other Kt to B3 is better, according to Tarrasch, encouraging White to play 5 P—Q4, with a weak centre.

5 P—Q4

Tarrasch disapproves of this move in this variation also, as giving White a weak centre. 5 B—Kt5 deserves consideration, as played by Exner in Game 72.

6 P×P

7 Kt—B3

8 P—K5

P×QP

B—Kt3

Kt—B3

P×P

B—R3 ch, followed by R—Q7.

K—Kt2

26 Kt—Q2

P—Kt4

27 Kt—B4

B—Q5

28 Kt—R5

P—QB4

29 Kt—B6

B—R3 ch

30 K—Kt1

P×P

This enables White to get rid of his weak QP, says Tarrasch, who suggests 8.. Kt—KKt5; 9 P—KR3, Kt—R3; and if 10 P—KKt4, Kt×QP, followed by Q—R5 ch.

9 QP×P

Q×Q ch

10 Kt×Q

Kt—Q4

11 B—Q3

B—Kt5

12 B—K4

R—Q1

13 Kt—B2

B—B1

13..B×Kt; 14 B×B, KKt—Kt5 is a good alternative. But Janowski prefers to keep the two Bishops.

14 Castles

Castles

15 B—Q2

Kt—K6

16 QB×Kt

B×B

17 B×Kt

P×B

18 P—KKt3

B—K3

19 KR—K1

B—Kt3

20 P—Kt3

P—KR3

21 QR—B1

B—Q4

22 Kt—R4

P—Kt3

23 R—B2

B—K3

24 K—B1

Of course he cannot play 24 R×P, because of R—Q7.

B—B1

25 Kt—B3

Nor 25 R×P, because of

Preferring to give up the Exchange so that he may retain his two Bishops. Janowski's judgment seems sound here.

31 Kt×R

31 Kt×B, P×P; 32 P×P, P×Kt; 33 R×P, P—Q6 would give Black the superior game.

R×Kt

Relying on the weakness of White's BP after next move, he does not play 31..P×P.

32 P×P

K—Kt3

33 K—Kt2

K—B4

34 Kt—R1

B—Kt2 ch

35 K—R3

If 35 K—Kt3, R—Kt1 ch is very unpleasant.

K×P

36 Kt—Kt3

K—Kt4

37 Kt—K4 ch

K—R4

38 R—Q2

B—B1 ch

39 K—Kt2

K—R5

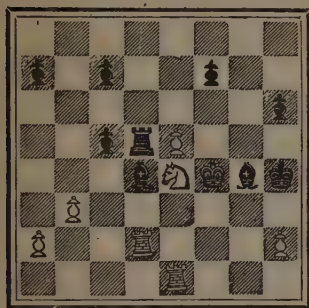
40 K—B3

B—Kt5 ch

41 K—B4

R—Q4

Position after Black's 41st move.



42 Kt—B6

There appears nothing better, White King being in a dangerous position.

- | | | |
|----------|----|---------|
| 43 R×B | 21 | B×P ch |
| 44 Kt×B | | R×R(Q7) |
| 45 K—B3 | | R—Q5 ch |
| 46 R×P | | R×Kt |
| 47 R×P | | R—Kt3 |
| 48 K—Kt2 | 22 | R—B3 ch |

White here offered a draw, which was refused.

- | | |
|------------|----------|
| | R—R3 |
| 49 P—R4 | P—B4 |
| 50 R—B4 ch | K—R4 |
| 51 K—B3 | K—Kt4 |
| 52 R—Q4 | R—R4 |
| 53 R—QB4 | 21 R—Q4 |
| 54 P—R4 ch | K—B3 |
| 55 K—B4 | K—Kt3 |
| 56 P—Kt4 | K—R4 |
| 57 K—K3 | R—Q8 |
| 58 P—Kt5 | 22 R—QR8 |

- | | | |
|----|---------|---------|
| 9 | 59 K—Q3 | R—R6 ch |
| 30 | 60 K—B2 | R—K6 |
| | 61 R—B7 | |

After this Black has no chance.

- | | |
|----|------------|
| | P—B5 |
| 1 | 62 R×P |
| | P—B6 |
| | 63 P—Kt6 |
| 33 | R—K5 |
| ✓ | 64 R—KB7 |
| | R×QRP |
| 3 | 65 R×P |
| | R—R1 |
| | 66 R—B4 |
| | K—Kt3 |
| ✓ | 67 K—Kt3 |
| | R—QKt1 |
| ✓ | 68 R—QKt4 |
| | K—B3 |
| 6 | 69 K—B4 |
| | K—K3 |
| 7 | 70 K—Kt5 |
| | K—Q2 |
| | 71 R—Q4 ch |
| | K—B1 |
| 8 | 72 K—B6 |
| | P—R4 |
| 9 | 73 R—KB4 |
| 39 | Resigns. |

GAME 16

Nuremberg, August 7, 1896

QUEEN'S PAWN GAME

✕ White : Black :

TARRASCH CHAROUSEK

1 P—Q4 P—Q3

Although often played on the 2nd move—in Tchigorin's Defence, 1 P—Q4, Kt—KB3 ; 2 Kt—KB3 (or P—QB4), P—Q3—this is rare as a 1st move against P—Q4.

2	P—K4	Kt—KB3
3	Kt—QB3	P—KKt3

The game has become an 'Indian Defence,' which is strong in the hands of players whose style it suits. But Charousek was hardly one of those.

4 P—B4 B—Kt2
5 Kt—B3 Castles
6 B—K2

Better than B—Q3, says Tarrasch, after Black has played P—KKt3.

P—Q4

There is nothing better in this position than P—K3, followed by P—Kt3 and B—Kt2.

7 P—K5 Kt—K1

The only move, for after 7.. Kt—K5; 8 Kt×Kt, P×Kt; 9 Kt—Kt5 the Pawn falls.

8 B—K3 P—K3
9 P—KR4! Kt—QB3

If P—KR4, 10 P—KKt4.

10 P—R5 Kt—K2
11 P—KKt4 P—KB4
12 RP×P Kt×P

If RP×P, 13 Kt—Kt5, and Black is utterly helpless.

13 B—Q3 P—KR3
14 P—Kt5 K—R2
15 Q—K2 R—R1
16 Q—Kt2! P—B4
17 KtP×P Resigns.

Black loses at least a piece. Tarrasch records that Charou-

sek asked Steinitz after the game where his decisive mistake was; to which Steinitz replied, 'When one plays so bizarre an opening, one must not be surprised at losing the game.' Certainly this is the worst of Charousek's tournament games, and is scarcely worth preserving except as a curiosity.

GAME 17

Nuremberg, August 8, 1896

QUEEN'S GAMBIT DECLINED

White: Black:

MAROCZY CHAROUSEK

1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—QB3 P—QB3

Although humorously accused by Blackburne of leading to 'a rather shoddy game,' this move has been adopted, occasionally, by a large number of distinguished players. 4 P—K4 is generally considered the most forcible reply. Tarrasch, however, in the Tournament Book, calls it premature, and advocates 4 Kt—B3.

4 P—K4 P×KP
5 Kt×P Kt—B3

Opinion is divided between

the merits of this and 5..
B—Kt5 ch (6 B—Q2, Q×P;
7 B×B, Q×Kt ch).

6 Kt—QB3

In the 11th round of the tournament Steinitz continued against Marco in this position 6 Kt×Kt ch, Q×Kt; 7 Kt—B3, which is a better line.

	B—K2
7 Kt—B3	Castles
8 B—Q3	P—B4!
9 Castles	P×P
10 Kt×P	QKt—Q2
11 Kt—B3	

Black threatened Kt—K4

	Q—R4
12 B—Q2	Kt—K4
13 Kt—K4	Kt×Kt ch
14 Q×Kt	Q—B2
15 B—B3	Kt×Kt
16 Q×Kt	P—B4

P—KKt3 would be very inferior. Black quickly gets rid of the temporary weakness of the KP after the text-move.

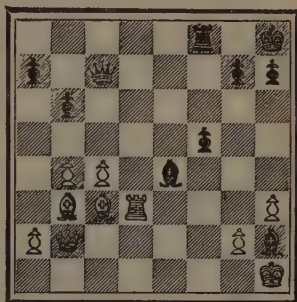
17 Q—K2	B—Q3
18 P—KR3	P—K4
19 P—QKt4	P—K5
20 B—B2	P—QKt3
21 P—B3	P×P
22 R×P	B—Q2
23 B—Kt3	K—R1
24 Q—Kt2	B—B3
25 R—Q3	QR—Q1

Guarding against B×P ch, followed by R×B.

26 QR—Q1	B—R7 ch
27 K—R1	R×R
28 R×R	B—K5?

Under pressure of time, Charousek makes a mistake which costs him the game, though it is not certain that it should have done so. 28.. B—B5 was the right move.

Position after Black's 28th move.



29 B×P ch	Q×B
30 Q×Q ch	K×Q
31 R—Q7 ch	R—B2
32 R×R ch	K×R
33 K×B	K—B3
34 P—Kt4	P—B5

P×P, followed by K—K4—Q5, gave Black better drawing chances. White could only win on the Q side then, whereas now he can get a passed Pawn on either side (Tarrasch).

35 P—KR4	K—K4
36 K—Kt1	K—Q5

Here Tarrasch gives P—B6, followed by K—B5.

37 K—B2 K—B6 4

38 P—QKt5 K—Q5

39 P—Kt5 K—K4

40 B—Q1 K—Q5

41 B—K2 B—Kt3

42 B—B1 B—K5

43 P—R3 K—K4

44 B—Kt2 B—Q6

45 B—Q5 B—Kt3

46 B—Kt8 K—K5 74

46..K—B4; 47 K—B3, K—K4 made it difficult for White to win.

47 P—R5! B×P

48 B×P ch K—Q5

49 P—Kt6 K×P

50 P—Kt7 B—B2

51 P—R4 Resigns.

51 P—Kt8(Q), B×Q; 52 B×B ch, K×P would not have done; but after the text-move White can queen, and remain with a KtP winning easily.

GAME 18

Nuremberg, August 10, 1896

BISHOP'S GAMBIT

White : Black :

CHAROUSEK LASKER

1 P—K4 P—K4

2 P—KB4 P×P

3 B—B4 P—Q4

4 B×P Q—R5 ch

5 K—B1 P—KKt4

The usual continuation. Sve-

nonius's move, 5..B—Q3, leads to a very interesting game and may be best. See Szekely—Nyholm, Abbazia, 1912.

6 6 Kt—KB3

Among the various possible moves (such as Kt—QB3, P—Q4, Q—B3, P—KKt3, &c.) this looks the most natural. The first recorded instance of its being played is in a blindfold game of Zukertort's in Berlin, 1871; but it is doubtless much older.

Q—R4

7 P—KR4 B—Kt2

7..P—KR3 leads to a well-known trap—8 B×P ch, Q×B; 9 Kt—K5, Q—B3, or Kt2; 10 Q—R5 ch.

8 Kt—B3 P—QB3

But now P—KR3 is the right move. See Game 26.

9 B—B4 B—Kt5

Again P—KR3 is right.

10 P—Q4 Kt—Q2

This turns out ill. But if 10..B×Kt, 11 Q×B, Q×Q; 12 P×Q, B×P; 13 P×P+. Or 11 P×B, B×P; 12 Q×B, Q×P ch; 13 K—Kt1, and Black must be content with a draw. Now, as Lasker himself asks in *Common Sense*, What right has White (in

the Bishop's Gambit) to sacrifice a Pawn, open up his King's side, and allow a check from the Black Queen? Something, therefore, is amiss with Black's conduct of the present game, namely the omission to play P—KR3. It still seems the best move.

Position after Black's 10th move.



11 K—B2! B×Kt

If, instead, Black castles at once, then may follow 12 P×P, B×Kt, P×B, with the same position as in the actual game. Or White may play 12 Kt—K2.

12 P×B Castles
13 P×P.

Kt—K2 is also very strong.

Q×P

If B×P ch, 14 Q×B, Q×R;
15 B×P, and Black is lost.

14 Kt—K2 Q—K2
15 P—B3 Kt—K4

Hoffer suggests playing for safety with 15..K—Kt1; 16 B×P ch, K—R1. As the game goes, Black's position is hopeless when he is forced to make his 22nd move.

16 Q—R4 Kt×B
17 Q×Kt Kt—B3
18 B×P Kt—Q2
19 Q—R4 P—QR3
20 Q—R5 Kt—B1
21 Kt—Kt3 Kt—K3
22 Kt—B5 Q—B1

If Q—B3, 23 B—K5 wins the Queen.

23 B—Kt3 R—Q2
24 Kt×B

24 P—Q5, Kt—Q1; 26 QR—Q1 is also very strong.

Q×Kt
25 Q—K5 Q×Q
26 B×Q P—B3

By giving up this Pawn Black holds the KRP; but he merely prolongs a game not worth prolonging.

27 B×P R—B1
28 R—R6 Kt—B5
29 K—K3 Kt—Kt7 ch
30 K—Q2 QR—KB2
31 P—K5 Kt—B5
32 QR—R1 R—Kt1

Kt—Q4 would still lengthen the game.

33 P—B4 Kt—K3
34 K—K3 Kt—B1
35 P—Q5 R—Q2
36 P—K6 Resigns.

SECTION II

THE BUDAPEST CONGRESS

October 1896

IN addition to the games recorded below, Charousek played the following games in this tournament:—*v.* Schlechter, Oct. 5, 1896, drawn; *v.* Noa, Oct. 9, won; *v.* Marco, Oct. 10, lost; *v.* Janowski, Oct. 12, lost; and *v.* Walbrodt, Oct. 14, drawn.

The prize-list was: I., M. Tchigorin ($8\frac{1}{2}$), after a tie with II., R. Charousek ($8\frac{1}{2}$); III., H. N. Pillsbury ($7\frac{1}{2}$); IV. and V., C. Schlechter and D. Janowski (7); VI. and VII., S. Winawer and C. A. Walbrodt ($6\frac{1}{2}$). A special prize was awarded to S. Tarrasch (6).

GAME 19

Budapest, Oct. 16, 1896

QUEEN'S FIANCHETTO

White :

Black :

MAROCZY

CHAROUSEK

1 P—QKt3 P—Q4 ✓

1..P—K4 is better. Now White is able to prevent that move, thus cramping Black's development.

2 P—KB4	P—K3
3 B—Kt2	Kt—KB3
4 Kt—KB3	B—K2
5 P—K3	P—B4
6 Kt—B3	P—QR3

Preparing for a general advance on the Q side. Charousek has been criticised for his policy; but in a

game of this description it is difficult to formulate a definite plan. Neither player is here seen at his best.

7 Kt—K2	Kt—B3
8 Kt—Kt3	Castles
9 B—K2	P—QKt4
10 Castles	B—Kt2
11 Kt—K5	Kt—Q2
12 Kt—R5	Kt—B3

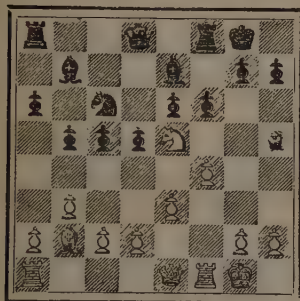
If 12..P—B3; 13 Kt×QKt, B×Kt, there is some danger of a sacrificial combination against Black's weakened K side; e.g., 14 Kt×KtP, K×Kt; 15 B—Q3. Black prefers, therefore, to lose two moves with his Knight and await the attack with a reinforced defence.

13 Q—K1

This turns out waste of time.

14 B × Kt KKt × Kt
P—B3

Position after Black's 14th move.



15 Kt—Kt6

Now comes the sacrifice, nevertheless; but it is unsound, the Queen being on the wrong diagonal and having to lose very important time over the change.

16 KB × P P × Kt 10
17 Q—K2 P—B4 1
18 Q—R5 R—B3 2
19 Q × R R × B 3
20 B × B B—B3 4
21 Q × Q Q × B 5
P × Q 6

The issue is now beyond reasonable doubt.

22 P—B4 QP × P
23 P × P R—Q1
24 KR—Q1 P—Kt5
25 P—Q3 K—B2

26 P—Kt3 P—K4
27 R—Q2 P—R4
28 P—KR3 P—R5
29 R—KB1 K—K3
30 P × P Kt × P
31 KR—KB2 R × P
32 R × P Kt—B6 ch
33 KR × Kt B × R
34 R × B R—Q7

White resigns.

After all, Black's Q side Pawns decide the day in his favour, as they cannot be stopped.

GAME 20

Budapest, October 7, 1896

SCOTCH GAMBIT

White : **Black :**

CHAROUSEK VON POPIEL

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 P—Q4 P × P
4 B—QB4 B—B4
5 Castles P—Q3
6 P—B3 P × P ?

This gives White just the kind of attack he desires in playing the Scotch Gambit. L. Paulsen's move, 6..B—KKt5, is the best at this point, 7 Q—Kt3 being then met by B × Kt, and White's attack soon ends. 6..Kt—B3 is also a safe reply.

7 Q—Kt3 Q—K2 ?

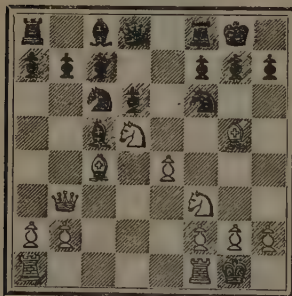
Comparatively better is 7.. Q—Q2 as in Gunsberg—Mason, Hastings, 1895. The text-move gives Black a hopeless game.

8 Kt×P Kt—B3

He cannot play 8..B—K3, because of 9 Q×P. But 8..B—Kt3; 9 Kt—Q5, Q—B1 was possible.

9 B—KKt5 Castles
10 Kt—Q5 Q—Q1

Position after Black's 10th move.



11. QR—Q1

Threatening P—K5, which Black naturally prevents. Rosenthal suggested, however, 11 Kt×Kt ch, P×Kt; 12 B—KR6, Kt—R4; 13 Q—B3, Kt×B; 14 B×R, with an easier win.

12 B×Kt Kt—QR4
Kt×Q

If P×B, 13 Q—B3, Kt×B; 14 Kt×P ch, K—R1; 15 Kt—Q7 dis. ch, Kt—K4; 16 KKt×Kt. Or 15..P—B3; 16 Kt×R, Kt—K4; 17 Kt×Kt, BP×Kt; 18 Q×B.

13 B×Q Kt—R4
14 B—K7 Kt×B

14..R—K1 is preferable.

15 B×R K×B
16 Kt×P R—Kt1
17 P—QKt3 Kt—K4

If Kt—Kt3, 18 P—K5 ! P×P; 19 R—Q8 ch., etc.

18 Kt×Kt P×Kt
19 R—Q8 ch K—K2
20 R—R8 P—KR3
21 Kt—Q5 ch K—Q2
22 P—QKt4 B—Q3
23 P—Kt5 P—QKt3
24 R—Q1 ! K—K3
25 Kt—K3 B—Kt2 ?

Fatal; but Black's position was already hopeless in face of the threat Kt—B5.

26 R×B ch Resigns.

GAME 21

Budapest, October 13, 1896

BISHOP'S GAMBIT

White : Black :

CHAROUSEK TCHIGORIN

1 P—K4 P—K4

2 P—KB4 P×P

3 3 B—B4 Kt—QB3

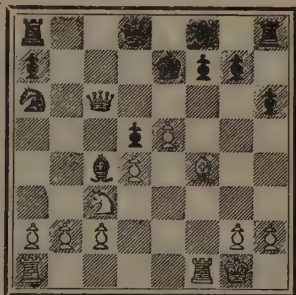
Attributed to Morphy's friend Maurian and analysed to the disadvantage of Black by J. Berger.

not now play $B \times R$, because of 16 $B-Kt5$ ch, $P-B3$; 17 $P \times P$ ch.

16 $Kt-B3$ $B-B5$

$P-KKt4$ is better; so, too, is $Q-R5$ ch, followed by $P-KKt4$.

Position after Black's 16th move.



5 $P-K5$ $P-Q4$
6 $B-Kt3$ $B-KKt5$
7 $Q-Q3$ $Kt-KR4$
8 $Kt-KR3$ $Kt-Kt5$?

If $Q-R5$ ch, of course $Q-Kt-B2$. But $P-KKt4$ is better than the text-move.

9 $Q-QB3$ $Kt-R3$
10 Castles $B-K7$

Again $P-KKt4$ should have been played. In fact, the move was now essential. Tchigorin unwisely attempts to catch his opponent's Queen.

17 $P-K6!$ $R-B1$

If $P \times P$, 18 $QR-K1$, $Q-B1$; 19 $B-Q6$ ch, $K-Q1$; 20 $Q \times Q$ ch, followed by 21 $R \times B$ ch.

11 $B-R4$ ch $P-B3$
12 $B \times P$ ch! $P \times B$
13 $Q \times P$ ch $K-K2$
14 $Kt \times P$ $Kt \times Kt$

18 $B-B7!$ $P \times P$

If 14... $Kt-Kt5$, 15 $Kt-Kt6$ ch, $RP \times Kt$; 16 $Q-Kt7$ ch—and it is Black's Queen that is caught.

He has no other resource against the threat of $R \times P$ ch, and might therefore have resigned at once.

15 $B \times Kt$ $P-R3$

Proving that his 10th move was loss of time, for he can-

19 $B \times Q$ ch $R \times B$
20 $Q-Kt7$ ch $R-Q2$
21 $R-B7$ ch $K \times R$
22 $Q \times R$ ch $B-K2$
23 $R-K1$ $R-K1$
24 $P-QKt3$ $K-B1$
25 $P \times B$ Resigns.

GAME 22

Budapest, October 17, 1896

X VIENNA GAME

White : Black :

CHAROUSEK PILLSBURY

- 1 P—K₄ P—K₄
 2 Kt—QB₃ Kt—KB₃
 3 P—B₄ P—Q₄
 4 P—Q₃

Charousek plays an old variation of the opening with great skill, the retreat on move 5 being the best way to take advantage of Black's central Pawn position.

- 5 Kt—Kt₁ P—Q₅
 6 Kt—KB₃ Kt—B₃
 7 B—K₂ B—KKt₅
 B × Kt

This exchange improves White's game; and as it is practically forced (or can be forced, if Black is not to lose much time) it seems that Black's 6th move was wrong.

- 8 B × B B—Q₃
 9 P × P QKt × P
 10 Castles Q—Q₂

It is uncertain whether Black might not have allowed the pin, playing 10..P—B₄; 11 B—Kt₅, Q—B₂; 12 B × Kt, P × B, followed by K—K₂, so as to utilise the open file.

- 11 B—Kt₅ KKt—Kt₅
 12 B × Kt

If 12 P—KR₃, Kt—R₇, with great advantage.

- 13 P—KR₃ Kt × B
 14 Kt—Q₂ Kt—K₄
 15 B—B₄ P—KB₃
 Castles KR Kt—Kt₃
 stronger. was much
 16 B × B Q × B
 17 Q—Kt₄ Castles
 18 Kt—B₄ Q—K₂
 19 R—B₅

White has now a very superior position, and moves for Black are hard to find.

- 20 P—KR₄ P—B₃
 Q—K₃

It has been suggested that Pillsbury might here have played P—Kt₄, followed by Kt—K₄; but he would not have been entirely out of the wood even then.

- 21 P—R₅ Kt—K₂
 22 R—B₄ Q × Q
 23 R × Q QR—Q₁

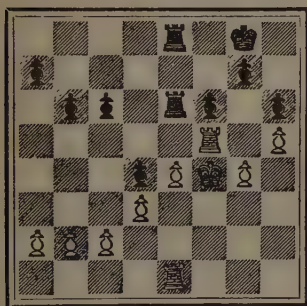
If 23..P—KB₄, 24 R—B₄, P × P; 25 R × P, Kt—B₄; 26 K—R₂, White still retains his advantage.

- 24 R—B₄ P—KR₃
 25 QR—K₁ Kt—B₁
 26 K—R₂ KR—K₁
 27 P—KKt₄ P—QKt₃
 28 K—Kt₃ Kt—Q₃

It was to enable him to play this, without allowing the White Knight to go to R5, that Black made his 27th move.

29 Kt×Kt R×Kt
30 R—B5 QR—K3
31 K—B4

Position after White's 31st move.



R—K4

Pillsbury — who, though he fought the ending from this point stubbornly, was not in his best form in the present game—here appears to miss a good chance of drawing with 31..K—B2. If then 32 P—B3, R—Q1; 33 P—B4, P—R4!; 34 R—QKt1, R—QR1, and White cannot break through on the Q side. 32 P—K5, P—KKt4 ch; 33 P×P i.p. ch, K×P, on the other hand, is bad for White.

32 P—B3 R×R ch

Now if 32..R—Q1, 33 P—B4, Black must either exchange, transposing into the play of the actual game, or else withdraw or support his Rook at K4, losing important time.

33 KtP×R R—Q1
34 P—B4 K—B2
35 P—Kt4

The possibility of playing this makes all the difference to White.

K—K1
36 P—R4 R—Q2
37 R—QR1 K—Q1
38 P—R5 K—B2
39 P×P ch K×P

He cannot retake with the Pawn for fear of the exchange of Rooks, e.g., 39..P×P; 40 R—R7 ch, K—B1; 41 R×R, K×R; 42 P—B5, followed by P—K5 and K—K4.

40 R—R5 R—K2
41 K—B3 R—K4
42 P—B5 ch! K—Kt2
43 K—K2 R—K1
44 K—Q2 R—Q1
45 K—B2 P—R3
46 K—Kt3 R—Q2
47 K—B4

The King has now reached his post. It remains to bring the Rook to his. Meanwhile Black is paralysed.

48 R—R1 R—Q1
 49 R—K1 R—Q2
 50 P—K5 P×P
 51 R×P K—Kt2
 52 R—K4 R—Q4

52..R—KB2 is useless, for
then 53 R—B4.

53 R—K7 ch K—Kt1
 54 R×P R×KBP
 55 R—Kt6 R×RP
 56 R×BP K—Kt2
 57 R—Kt6 ch K—R2
 58 K×P R—R8

Black might resign.

59 K—Q5 P—R4
 60 P—Q4 P—R5
 61 R—R6 R—QKt8
 62 R—R7 ch K—Kt1
 63 K—B6 R×P
 64 P—Q5 R—Kt5
 65 R—R8 ch K—R2
 66 P—Q6 Resigns.

GAME 23

Budapest, October 19, 1896

RUY LOPEZ

White :

Black :

WINAWER

CHAROUSEK

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—Kt5 P—QR3
 4 B—R4 P—Q3

The Steinitz Defence Deferred, which has been resorted to occasionally by many great players, in spite of the fact that the analysts speak little good of it.

5 P—Q4 B—Q2

There is something to be said for 5..P—QKt4. A correspondence game, T. H. Billington—P. W. Sergeant, 1905-6, continued 5..P—QKt4; 6 B—Kt3, P×P; 7 B—Q5 (P—B3 is probably better), B—Kt2; 8 Kt×P, Kt—R4; 9 B×B, Kt×B. Had Black played here 6..Kt×P, 7 Kt×Kt, P×Kt; 8 B—Q5, R—Kt1; 9 Q×P seems correct.

6 P—B3 Kt—B3

Master-practice has varied between the development of this Knight here and at K2. In the latter case Black must either follow with the King's Fianchetto, or with Kt—Kt3 and B—K2. When Steinitz, against Teichmann at Hastings, 1895, played 6..KKt—K2 and then the Fianchetto, Bardeleben in his notes denounced the latter as weakening the K side. When the same player against Lasker, Petrograd, 1895, selected 6..Kt—B3 and 7..

B—K2, Mason said that the Bishop should be stationed at Kt2. Charousek, it will be seen, whether consciously or unconsciously, takes Mason's advice. But Winawer here gives him an undue amount of time for his development, so that the variation is not really tested.

7 B—B2 P—KKt3
8 P—KR3

Apparently afraid, if 8 B—K3, Black will answer Kt—Kt5. 9 B—Kt5, however, would cause Black to lose more time than White, and defeat the object of the Fianchetto. 8 B—K3 is the best move, Black being then threatened with some of the dangers attaching to the old 3..P—KKt3 defence to the Lopez.

9 B—K3 B—Kt2
10 P—Q5 Castles

There is no call for this. Possibly Winawer feared, if 10 Q—Q2, P×P; 11 P×P, R—K1. Moreover, he is playing for P—KKt4, not B—R6—though the wisdom of his policy is doubtful.

11 P—KKt4 Kt—K2

Position after White's 11th move.



12 Kt—R2 P—KR4!
13 R—Kt1 Q—B1!

P—B3 is necessary.

14 P—QB4 P—B3!
15 P—B4 P—QKt4

If 15 P—B5, BP×P; 16 BP×P, Kt—B3; 17 KP×P, Kt—Q5, with advantage to Black. It is hard to find a good move for White; but the text-move is exceedingly risky.

16 B×P KP×P
17 B—Kt5 BP×P

If 17 B×P, R—K1 wins.

18 RP×P RP×P
19 R—B1 KtP×P 3
20 B×Kt Kt×KtP 4
21 R—R1 Kt×Kt 5

The threats are so many that White has no time for B×R.

22 Q×P B—Kt5
 23 K—B2 Kt—B6 ch 6
 24 K—Kt3 B—Q5 ch 7
 25 K—B2 7 Q—Q2
 26 B—Q1

If 26 B×R, Q—R2 is just as effective.

27 K—B1 Q—R2 ch 9

If 27 K—Kt2, Q—K6.

27..B—Kt6 is quicker still.

28 B×Kt Q—B3

White resigns.

Charousek himself played this defence in Games 113, 118, 120, and 144.

6 R—K1

6 Q—K2 is considered to give the most enduring attack. For 6 P×P see Games 118 and 120.

Kt—Q3

7 P×P

7 B×Kt, QP×B; 8 P×P is the usual continuation.

Kt—B4

Better than 7..Kt×B, to which the reply is 8 P—B4.

8 Kt—B3 Castles
 9 Kt—Q5 P—QR3
 10 B—R4 P—QKt4
 11 B—Kt3 P—Q3
 12 Kt×B ch KKt×Kt
 13 P×P P×P

GAME 24

Budapest, October 20, 1896

X RUY LOPEZ

White : Black :

CHAROUSEK TARRASCH

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—Kt5 Kt—B3
 4 Castles Kt×P
 5 P—Q4 B—K2

14 B—Kt5 Q—Q2
 15 Kt—Q4 R—Kt1
 16 Q—R5 Kt—Kt3
 17 Kt×Kt Q×Kt
 18 B—K7 B—Kt2
 19 P—KB3 KR—K1
 20 Q—KB5 P—Q4

The game was eventually drawn.¹

¹ So far the game is given in C.C., p. 30, col. 21. I was only able to trace the remainder of the score as the book went to press. It appears on p. 218.

GAME 25

Budapest, October 21, 1896

QUEEN'S GAMBIT
DECLINED

White :

Black :

ALBIN

CHAROUSEK

- | | |
|----------|---------|
| 1 P—Q4 | P—Q4 |
| 2 P—QB4 | P—K3 |
| 3 Kt—QB3 | B—K2 |
| 4 Kt—B3 | Kt—KB3 |
| 5 B—Kt5 | Castles |
| 6 P—K3 | P×P |

Inferior, since, on the face of it, this capture now brings White's KB into action without the usual delay. Albin, however, replies with a similar move, developing his opponent's game.

- | | |
|---------|------|
| 7 B×Kt | B×B |
| 8 B×P | P—B4 |
| 9 Kt—K4 | P×P |
| 10 P×P | |

Saddling himself with an isolated Pawn, which the absence of his QB makes especially weak. 10 Kt×B ch, Q×Kt; 11 Q×P, Q×Q; 12 Kt×Q is far safer, though it is true that the game then assumes a drawish aspect.

- | | |
|------------|--------|
| | Kt—B3 |
| 11 Kt×B ch | Q×Kt |
| 12 Castles | R—Q1 |
| 13 Q—K2! | P—QKt3 |

If 13..Kt×P, 14 Kt×Kt, Q or R×Kt; 15 QR—Q1, and White has good compensation for his Pawn. E.g., 14..R×Kt; 15 QR—Q1, R×R; 16 R×R, P—QKt3?; 17 Q—B3! and wins.

14 QR—Q1

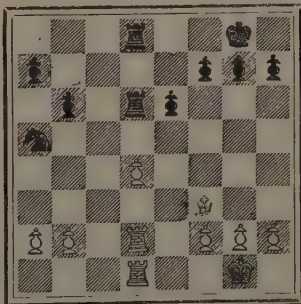
If 14 P—Q5, attempting to get rid of the weak Pawn, the answer is Kt—R4.

- | | |
|------------|-------|
| | B—Kt2 |
| 15 Q—K3 ch | R—Q3 |
| 16 R—Q2 | QR—Q1 |
| 17 KR—Q1 | Kt—R4 |

Making sure of superiority in the end-game.

- | | |
|---------|------|
| 18 B—K2 | B×Kt |
| 19 Q×B | Q×Q |
| 20 B×Q | |

Position after White's 20th move.



- | | |
|---------|--------|
| | Kt—B5 |
| 21 R—B2 | Kt—K4! |

To capture the Pawn would still be wrong. *E.g.*, 21.. $R \times P$; 22 $R \times R$, $R \times R$; 23 $P-QKt3$, $Kt-Q3$; 24 $R-B7$, and White must win one of the Q side Pawns.

22 $B-Kt7$ $P-KKt4$
23 $P-Q5$ $KR-Q2$

Rightly refusing to give himself an isolated QP.

24 $R-K2$ $P-B3$
25 $B-R6$ $R \times P$
26 $R \times R$ $R \times R$
27 $P-KKt3$

27 $P-B3$ is better, to keep back the hostile $KKtP$.

$R-Q8$ ch
28 $K-Kt2$ $P-Kt5$
29 $P-KR3$ $P-R4$
30 $P \times P$ $P \times P$
31 $R-K4$ $K-B2$
32 $P-R4$ $K-K2$
33 $P-Kt4$ $K-Q3$
34 $B-K2$ $R-Q7$
35 $K-B1$

If 35 $B \times P$, $P-B4$; 36 $R-K2$, $R-Q5$.

$P-B4$
36 $K-K1$ $R-Q4$
37 $R-KB4$

37 $R-K3$ would have enabled White to make a hard struggle still. The text-move leads to the imprisonment of the Rook.

$Kt-B3$
38 $P-Kt5$ $Kt-Q5$
39 $B-B4$ $P-K4$
40 $B \times R$ $K \times B$
41 $R \times Kt$ ch $K \times R$
42 $K-B1$ $K-Q6$
43 $K-K1$ $P-K5$

White resigns.

The following four games are those of the tie-match between Tchigorin and Charousek for the first prize.

GAME 26

Budapest, October 24, 1896

X BISHOP'S GAMBIT

White : Black :

CHAROUSEK TCHIGORIN

1 $P-K4$ $P-K4$
2 $P-KB4$ $P \times P$
3 $B-B4$ $P-Q4$

The Bledow Counter Gambit. Tchigorin does not on this occasion, as in Game 21, adopt the 3.. $Kt-QB3$ defence.

4 $B \times P$ $Q-R5$ ch
5 $K-B1$ $P-KKt4$
6 $Kt-KB3$ $Q-R4$
7 $P-KR4$ $B-Kt2$
8 $Kt-B3$ $P-KR3$
9 $P-Q4$ $Kt-K2$

All book so far. 9..P—QB3 is often seen at this point, when 10 B—B4, Kt—K2 may follow. In the Vienna Gambit Tourney, 1903, a game Maroczy—Gunsberg continued 9..P—QB3; 10 B—B4, B—Kt5; 11 Q—Q3. Maroczy there, like Charousek here, avoided the ordinary procedure for White, K—Kt1. But the games subsequently took very different turns.

10 Q—Q3

Threatening, if 10..P—Kt5, 11 Q—Kt5 ch, when neither Kt nor P can interpose. But 10 K—Kt1 is better.

Kt—QB3

Forestalling White's threat.

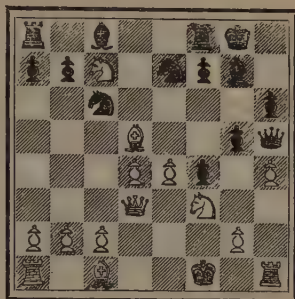
11 Kt—Kt5

Not so strong as it looks. Black could simply have replied 11..K—Q1! Perhaps the best line is 11 Kt—K2. If then Kt×B, 12 P×Kt, Kt—K2; 13 Q—Kt5 ch, P—B3; 14 P×P, P×P; 15 Q—QB5, threatening QKt×P. Or if 11..Kt—Kt5, 12 Q—Kt5 ch, P—B3; 13 Q×Kt, P×B; 14 P×P, &c.

Castles

12 QKt×P

Position after White's 12th move.



He should first have played P—B3, as the Pawn will keep. Now Black gets in a decisive blow.

Kt—Kt5!

13 Q—Q2

If 13 Q—B4, QKt×B; 14 Kt×R (14 Kt×Kt, Kt×Kt; 15 Q×Kt, B—K3, with a winning attack), Kt—K6 ch; 15 B×Kt, P×B, White's embarrassed position is not sufficiently compensated by the Exchange.

QKt×B

14 Kt×Kt

And now if 14 Kt×R, Kt—K6 ch; 15 K—Kt1, Q—Kt3; 16 Q—Q3, B—Kt5, with a crushing attack.

Kt×Kt

15 P×Kt

R—K1

16 K—Kt1

P—Kt5

17 Kt—K5

If 17 Kt—K1, B×P ch.

18 P×B B×Kt
19 Q×P?? R×P

The game was lost in any case. If 19 P—B4, P—B6, followed by R—K7.

R—K8 ch

White resigns.

GAME 27

Budapest, October 25, 1896

TWO KNIGHTS' DEFENCE X (MAX LANGE)

White : **Black :**

TCHIGORIN CHAROUSEK

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 Kt—B3
4 P—Q4

'M. Tchigorin is an expert in the defence to the usual attack of Kt—Kt5 here, and thoroughly believes in it, so that it is not surprising that he adopts a different continuation' (Ranken, *B.C.M.*, 1896, p. 487). 4 P—Q4 is speculative, and was therefore congenial to the Russian

master's style. He played it regularly in match-games.

5 Castles P×P 3
 B—B4

Now the game becomes a Max Lange. Alternatives are 8..Kt×P (a fighting defence) 8..P—Q3 (considered the safest), and 8..B—K2. In the last-mentioned defence Tchigorin himself suggested the continuation 9 R—K1, Castles; 10 Kt×P, Kt×P; 11 R×Kt, P—Q4; 12 B×P.

6 P—K5 P—Q4 4
7 P×Kt

For 7 B—QKt5 see Game 29.

8 R—K1 ch P×B 5
9 Kt—Kt5 B—K3 6
 Q—Q4

The line 9..P—KKt3 is a later development, being attributed to Loman. Its soundness has been impugned by W. T. Pierce and N. J. Rough-ton—by the latter in the *B.C.M.*, May 1914, p. 184.

10 Kt—QB3 Q—B4
11 QKt—K4 B—Kt3 7

This was at the time considered necessary for Black, but since then 11..Castles QR has become the standard move, following some analysis

by Janowski, Leonhardt, and Teichmann at Ostend, and two games, Marshall—Tarrasch, Hamburg, 1910, and Marshall—Leonhardt, Hamburg match, 1911.

12 Kt—Kt3

Later Tchigorin played 12 P×P, as against Teichmann, London, 1899.

Q—Kt3

If 12... Q×P(B6), 13 Kt—R5, Q—Kt3; 14 Kt×B, P×Kt; 15 R×P ch.

13 Kt×B P×Kt 8

14 R×P ch. K—Q2

15 Kt—R5! KR—K1

The other R—K1 may be better.

16 Kt—B4 Q—B2

17 Q—B3!

If 17 Q—Kt4, R×R; 18 Kt×R, Q×Kt; 19 Q×KtP ch, Kt—K2; 20 B—Q2, R—KKt1; 21 Q×P, Q×P.

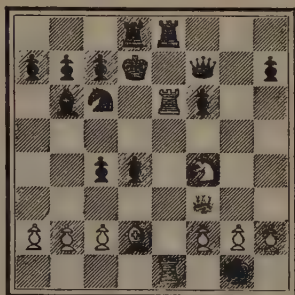
QR—Q1

If R×R, then 18 Q—Q5 ch, K—K1; 19 Kt×R, P×P; 20 B—R6, threatening 21 R—K1, &c.

18 B—Q2 P×P

19 QR—K1

Position after White's 19th move.



R×R

Hoffer here claimed an advantage for Black with 19... Kt—K4. If then 20 Q—Q5 ch, K—B1; 21 R×R, Q×R; 22 Q—K4, Q—Q2; 23 Kt—R5, Kt—Kt5, when Black has every prospect of keeping his extra Pawn, and further may perhaps be able to sacrifice his Kt for the KBP. 21 KR×Kt is useless, because of 21... R×Q; 22 R×R ch, R—Q1.

20 Kt×R R—K1

If R—KKt1, 21 Q—Q5 ch, K—B1; 22 Kt×BP!

21 Kt—Kt5! R×R ch

22 B×R Q—K2

23 Q—B5 ch K—Q1

If K—K1, 24 Kt—K4.

24 B—Q2 Q—K7?

This loses. 24..Kt—K₄ seems best, though White can then equalise in material by 25 Kt×P.

25 Q×P ch Kt—K₂
26 P—KR₄! P—Q₆

If 26..Q×B, 27 Kt—B₇ ch, K—K₁, 28 Kt—K₅ wins right off; for if Q—Q₈ ch, 29 K—R₂, Q—R₄; 30 P—KKt₄

27 Kt—B₇ ch K—B₁

Now if 27..K—K₁, 28 Kt—K₅ again wins.

28 Q—R₈ ch K—Q₂
29 Q—Q₈ ch K—K₃

If K—B₃, 30 Q—K₈ ch, and Black is worse off than in the actual game.

30 Kt—Kt₅ ch K—B₄
31 Q—KB₈ ch Resigns.

For if K—Kt₅, 32 Q—B₄ ch, &c.

3 Kt—QB₃ Kt—KB₃
4 Kt—B₃ B—K₂
5 P—K₃ Castles
6 B—Q₃ P—QKt₃

P—B₄ seems the strongest move here.

7 P×P P×P
8 Castles B—Kt₂
9 P—QKt₃ QKt—Q₂
10 B—Kt₂ Kt—K₅
11 R—B₁ Kt×Kt

And now P—QB₄ was decidedly better.

12 R×Kt B—Q₃
13 Kt—K₅! Kt—B₃

If 13..Kt×Kt; 14 P×Kt, B×P, then with 15 B×P ch, K×B; 16 Q—R₅ ch, K—Kt₁; 17 Q×B, White gets a great advantage. But P—QB₄ was still right, as it was again next move. The weakness of this Pawn soon becomes pronounced.

X GAME 28

Budapest, October 27, 1896

QUEEN'S GAMBIT DECLINED

White : Black :

CHAROUSEK TCHIGORIN

1 P—Q₄ P—Q₄
2 P—QB₄ P—K₃

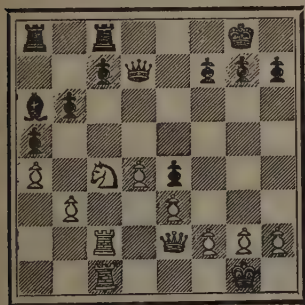
14 Q—K₂ P—QR₄?
15 P—QR₄ Kt—K₅
16 R—B₂ Q—K₂
17 KR—B₁ KR—B₁
18 B×Kt P×B
19 Kt—B₄! Q—Q₂

19..B—R₃ would have saved the other Bishop, which is essential to the defence of the QBP.

20 B—R₃ B×B
21 Kt×B B—R₃
22 Kt—B₄

An excellent move, to which the only reply was 22.. B×Kt, allowing White to treble on to the QBP. Black evidently does not suspect what is coming.

Position after White's 22nd move.



makes White's weak Pawn perfectly secure and enables him to proceed quietly with his attack on Black's QBP.

	30 R—B ₅	Q—B ₂
	31 Q—Q ₂	B—Q ₆
7	32 Q—B ₃	KR—R ₂
	33 R×BP	Q—K ₂
8	34 Q×R	R×R
	35 Q—B ₅ !	Q—R ₆
20	36 R×Q	Q×Q
1	37 P—B ₃	K—B ₂
	38 K—B ₂	K—K ₃
	39 K—K ₁	K—Q ₃
	40 P—B ₄	P—Kt ₃
41	P—R ₄	P—R ₄
		P—Kt ₄

Praying, perhaps, for 42 BP×P, P×P; 43 R×KtP, R—KB₁. But Charousek makes no mistake.

	P—KB ₃ ?	42 RP×P	P×P
23	Kt×KtP!!	43 R×KtP	P—R ₅
	Q—K ₁	44 K—Q ₂	R—R ₁
		45 Kt—B ₂	B—B ₈

If 23.. P×Kt, 24 Q×B, R×Q; 25 R×R ch, and White wins easily.

R—QKt₁ would have prolonged the game.

24	Kt—B ₄	KR—Kt ₁
25	R—B ₃	R—Kt ₅
26	Q—R ₂	Q—R ₄
27	Kt—R ₃	Q—Q ₄
28	Kt—B ₂	R—Kt ₂
29	Kt—R ₁	
46	Kt—R ₃	K—K ₃
47	Kt—B ₄	B×P
48	R×B	P—R ₆
49	R—R ₂	K—B ₄
50	Kt—Q ₆ ch	K—Kt ₅
51	Kt×P	Resigns.

This strange-looking move

GAME 29

*Budapest, October 28, 1896*TWO KNIGHTS'
DEFENCE

White : Black :

TCHIGORIN CHAROUSEK

- | | |
|-----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | Kt—B3 |
| 4 P—Q4 | P×P |
| 5 Castles | B—B4 |
| 6 P—K5 | P—Q4 6 |
| 7 B—QKt5 | |

Tchigorin does not again venture on the real Max Lange, his opponent being sure to profit by his experience in Game 27.

- | | |
|--------|---------|
| | Kt—K5 |
| 8 Kt×P | Castles |

The sound continuation is 8..B—Q2, and if 9 B×Kt, P×B (as in Mason—Loman, Dresden, 1892). But Charousek was bound, by the state of the score, to play for a win, not a draw.

- | | |
|---------|--------|
| 9 Kt×Kt | P×Kt 8 |
| 10 B×P | B—R3 |
| 11 Q×P | Q×Q |

A correspondence game, Tchigorin—Kolenko, 1899, continued 11..B×R; 12 Q×Kt, B—R3; 13 Kt—B3, R—

Kt1; 14 Q—KKt4, P—B4; 15 Q—Kt3, R—Kt3; 16 B—R6—the *Novoie Vremya* suggesting instead of the last move 16 B—Q5 ch, and if K—R1; 17 B—Kt5, P—B5; 18 Q×P, R×Q; 19 B×Q, &c.

- | | |
|--------|-------|
| 12 B×Q | QR—Q1 |
|--------|-------|

Threatening if 13 B×Kt, B×R; 14 Kt—B3, B—R3, with some chances of success. But White is not to be caught.

Position after Black's 12th move.



- | | |
|-----------|-----|
| 13 P—QB4! | R×B |
|-----------|-----|

13..Kt×P is bad, because of 14 R×Kt, B×P; 15 B—B3!

- | | |
|----------|---------|
| 14 P×R | B×R 9 |
| 15 K×B | Kt×P 10 |
| 16 Kt—B3 | |

Charousek had rightly judged that he would be able to

win one of the centre Pawns. Tchigorin, however, has no intention of trying to prevent the loss, playing instead for development of his pieces.

	Kt—Q6
17 K—K2	Kt×KP
18 B—B4	R—K1
19 B×Kt	R×B ch ✓
20 K—Q3	R—R4

20..B—Kt5 looks best; but it offers no prospect of a win. Black's only other course is to imitate White and bring his King to the centre of the board.

21 K—B4 B—B1 ?

This move, blocking in his King, is difficult to understand, except on the ground that Black wishes to put his Bishop out of the way of all attack.

22 P—KR3	R—R5 ch
23 K—Q3	R—KB5
24 R—K1	R—B7 3
25 R—K2	R×R
26 Kt×R	B—K2

Now all the chances are in White's favour; and Black,

in his subsequent play, seems well aware of it.

27 K—B4	K—B1
28 K—Kt5	K—K1 ✓
29 K—R6	B—B4 5
30 K—Kt5	B—K6
31 K—B6	K—Q1 ✓
32 P—QKt4	P—KR4
33 P—QR4	B—Q7 ?
34 P—Kt5	P—R5
35 Kt—Q4	P—Kt4 ? 7
36 Kt—B5	B—K8

There are two versions of the ending at this point. The one given in Bachmann's second edition has been followed here.

37 Kt—R6

37 P—Q6 is more forcible.

	P—B3 7
38 Kt—B5	B—Kt5
39 Kt—Q4	K—B1
40 Kt—K6	B—Q3
41 P—R5	B—Kt6
42 P—Kt6	RP×P ✓
43 P×P	P×P ✓
44 P—Q6	B×P
45 K×B	P—Kt4
46 Kt—Q4	P—QKt5 2
47 K—K6	Resigns.

SECTION III

BERLIN CENTRUM CLUB TOURNAMENT

January 1897

IN addition to the games recorded below, Charousek played two drawn games in this tournament, with Bardeleben and Cohn.

The prize-list was: I., C. von Bardeleben ($4\frac{1}{2}$); II., R. Charousek (4); III. and IV., W. Cohn and J. Mieses ($3\frac{1}{2}$).

GAME 30*Berlin, Jan. 19, 1897***FALKBEER COUNTER
GAMBIT****White :****Black :**

CHAROUSEK WALBRODT

1 P—K₄ P—K₄2 P—KB₄ P—Q₄3 KP×P P—K₅4 P—Q₃

See Game 18; and compare also Games 43 and 56.

5 Q—K₂ Q×P!
6 Kt—Q₂ Kt—KB₃

6 Kt—QB₃ is better. See Game 18, second note. Charousek made that move against Cohn, Game 43.

7 P×P B—KB₄

If 7 P—KKt₃, Kt—B₃

B×P
8 P—KKt₄ B—K₂!

See Game 56 for 8..Q—K₃.

9 Kt×B Kt×Kt
10 B—Kt₂ Q—R₄ ch
11 K—B₁ Kt—Q₃
12 B—Q₂ Q—Kt₃
13 R—K₁ Kt—B₁
14 B—K₃ P—QB₄

Not, of course, Q×P, for then 15 B—B₅.

15 P—B₃

If 15 QB×P, Q×B; 16 B×P, Kt—Kt₃; 17 Q—K₄, Castles; 18 B×R, Kt×B. White cannot take the Knight with safety.

Castles
16 P—KR₄ Kt—B₃
17 P—R₅ Q—B₂
18 P—Kt₅ Kt—Kt₃
19 B—K₄ P—B₄

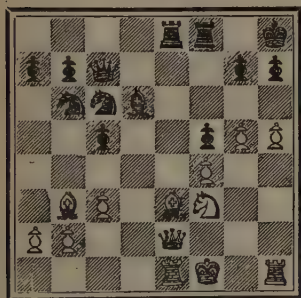
White was threatening Q—QB₂.

20 B—QB2 B—Q3
20..Kt—R4 was stronger.

21 B—Kt3 ch K—R1
22 Kt—B3 QR—K1?

Now White has a forced win.

Position after Black's 22nd move.



23 Kt—R4 R—B2
24 B×R Q×B
25 Q—Q3 Kt—Q4
26 P—Kt6 Resigns.

If 26..Kt×B ch, 27 R×Kt, R×R; 28 P×Q, R×Q; 29 Kt—Kt6 ch, P×Kt; 30 P×P dis. ch and mate next move.

GAME 31

Berlin, Jan. 20, 1897

VIENNA GAME

White : Black :

MIESES CHAROUSEK

1 P—K4 P—K4
2 Kt—QB3 Kt—KB3

3 B—B4 Kt—B3
4 P—Q3 B—K2

4..B—B4 and 4..B—Kt5 (praised by Mañon, but unsparingly condemned by Tarasch) are the usual moves. Mieses being an expert in the Vienna Game, Charousek no doubt wished to take him away from the books; but the effort does not meet with success.

5 P—B4 P—Q3
6 P—B5

A move which has steadily increased in favour in both the Vienna and the analogous forms of the King's Gambit Declined. In this country it has frequently been played by Mr. J. H. Blake, when Black has moved 4..B—B4. Against Charousek's line of defence it seems even more justified.

Kt—QR4

The regular continuation after 4..B—B4, when it is often followed up by Kt×B and P—B3.

7 Q—B3 Kt×B
8 P×Kt P—KKt3

The expediency of this is doubtful. Either B—Q2—B3 at once or P—B3 seems better.

9 P—KKt4 P×P
10 KP×P B—Q2 5

This manœuvre with the Bishop now is part of an interesting combination, which, however, is unsound.

11 P—Kt5 B—B3
12 Kt—Q5

An alternative was 12 P×Kt, B×Q; 13 P×B, Q×P; 14 Kt×B, White getting heavy compensation for his Queen.

P—K5 6

Black must (and intended to) sacrifice a piece, for 12.. Kt×Kt would involve fatal loss of time.

13 Q—B3 B×Kt 7
14 P×B R—KKt1 8
15 P×Kt B×P 9
16 Q—KR3 B—R5 ch 10

Black has little for his piece—a Pawn, an open file, and the ability to Castle, while his opponent cannot—but he puts up a marvellously strong fight.

17 K—Q1 Q—B3
18 Kt—K2 Castles 1
19 B—K3 QR—K1
20 B—Q4

To stop R—K4.

21 R—KKt1 Q—Kt4 2
Q—R4 3

22 R×R R×R 4
23 B—B2 R—Kt5 5
24 P—B4 R—B5 6
25 P—B6 dis. ch K—Q1 7
26 B×B R×B 8
27 Q—K3 Q—B6 9
28 K—Q2 R×P 9
29 R—KKt1 Q×P 10

Perhaps 29.. K—Q2 was better, avoiding the exchange of Queens consequent upon the text-move.

30 Q—Kt5 K—K2
31 K—K3 P—KR4
32 Q×Q ch K×Q 1
33 R—B1 ch K—Kt3
34 Kt—B4 ch K—Kt4
35 K×P R×P
36 R—Kt1 ch K—R3

There is no risk attached to this, for if 37 K—B5, R×P; 38 R—KR1, R—KB7; 39 R—R4, K—Kt2, White having no time for K—B6 with mating intent.

37 R—KR1 R×P 2
38 R×P ch K—Kt2 3
39 K—B5 R—KB7
40 K—K4 R—B8
41 R—R3 P—R4
42 R—QKt3 P—Kt3 4
43 Kt—K2 K—B1
44 Kt—Q4 K—K2 5
45 Kt—B6 ch K—Q2 5
46 R—KR3 R—K8 ch
47 K—Q3 R—K1 6

White threatened R—R8.

48 R—B₃ R—KB₁ 27
 49 K—B₃ P—B₄ 1
 50 K—Kt₃ P—B₅ 9
 51 K—R₄ K—B₁
 52 K—Kt₅ K—Kt₂ 20
 53 Kt—Q₄ R—B₂
 54 Kt—K₆ R—B₄
 55 K—R₄

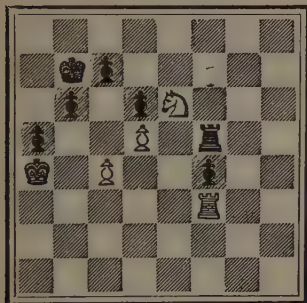
then P—B₇, 64 R—Q₇,
threatening mate in 2.

R—B₁ 31

If 63..P—B₇, 64 Kt×R,
P—B₈ (Q), White mates in 3.

64 Kt—B₇ P—B₇
 65 R—B₁ K—Kt₂
 66 K×P R—B₁
 67 R—B₁ R—B₆
 68 Kt—Kt₅ R—B₃
 69 Kt—Q₄ R—B₅
 70 Kt—K₆ R—B₄
 71 Kt—Q₈ ch Resigns.

Position after White's 55th
move.



P—Kt₄

A last, desperate, throw. White cannot, of course, capture with the King, because of 56..P—B₃ ch. But Mieses plays this ending very steadily.

56 P×P K—Kt₃
 57 R—B₃ P—B₆ 1
 58 R—B₆ ch K—Kt₂ 2
 59 R×P ch K—Kt₃
 60 R—B₆ ch K—Kt₂ 3
 61 Kt—Q₈ ch K—Kt₁ 4
 62 P—Kt₆ R—B₁
 63 Kt—K₆

The more vigorous 5..P—Q₄
is much stronger.

6 Kt—B₃ B—KKt₅
 7 B×P Q—B₃ ?

This same move caused Rosenthal's downfall against Steinitz, Baden, 1870, Steinitz replying 8 Kt—Q₅! Cha-

GAME 32

Berlin, January 21, 1897

STEINITZ GAMBIT

White : Black :

CHAROUSEK GUTMAYER

1 P—K₄ P—K₄
 2 Kt—QB₃ Kt—QB₃
 3 P—B₄ P×P
 4 P—Q₄ Q—R₅ ch
 5 K—K₂ P—Q₃

63 R×P is quicker, for if

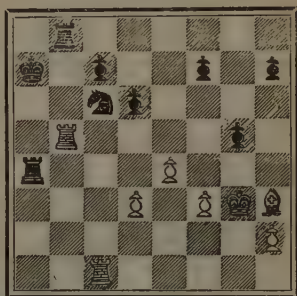
rousek's 8 K—K₃, though less aggressive, is also good.

To avoid an inconvenient check.

- 8 K—K₃ B×Kt
 9 P×B P—KKt₄
 10 B—Kt₃ KKt—K₂
 11 Kt—Kt₅ Castles
 12 P—Q₅ P—QR₃

R×P

Position after Black's 29th move.



12.. Kt—K₄ was better, and if 13 Kt×RP ch, K—Kt₁; 14 Kt—Kt₅, B—R₃, with a strong game.

- 13 P×Kt P×Kt
 14 P×P ch K×P
 15 Q—Q₃ Q×KtP

Very dangerous; but if 15.. P—B₃, 16 P—QR₄.

- 16 B—R₃ B—Kt₂

If now P—B₃, 17 KR—QKt₁, Q moves; 18 R×P ch! and wins.

- 30 B—Q₇!

Very neat.

- 17 QR—QKt₁ Q—B₆
 18 R×P ch K—B₃
 19 R—Kt₃ B—Q₅ ch
 20 K—K₂ Q×Q ch
 21 P×Q B—Kt₃
 22 P—R₄ R—R₁
 23 R—R₁ K—Kt₂
 24 B—B₂ Kt—B₃
 25 R(R₁)—Kt₁ R—R₃
 26 R—Kt₅ K—R₂
 27 R—QB₁ B×B

- R×R
 31 B×Kt R(R₅)—R₄
 32 B×R R×B
 33 R×P ch R—Kt₂
 34 R×R ch K×R
 35 K—Kt₄ K—B₃

It is useless to try to save the KtP. But the game is a dead loss with any move, and Black might well have resigned now.

This makes his King's plight worse. K—Kt₂ was necessary,

- 28 K×B R—QKt₁
 29 K—Kt₃!

- 36 P—Q₄ K—Kt₄
 37 K×P K—B₅
 38 P—Q₅ K—Q₅
 39 K—B₆ K—K₆
 40 P—K₅ Resigns.

GAME 33

Berlin, January 27-28, 1897

SICILIAN DEFENCE

White : Black :

HEINRICHSSEN CHAROUSEK

1 P—K₄ P—QB₄

It is interesting to find Charousek, in a position where he needed a win (see note on move 49 below), having recourse to the Sicilian Defence, and an old variation of it.

2 Kt—KB ₃	P—K ₃
3 P—Q ₄	P×P
4 Kt×P	Kt—KB ₃
5 B—Q ₃	Kt—B ₃
6 B—K ₃	B—K ₂

P—Q₄ is often played here. Maroczy has tried P—QR₃, followed by B—K₂.

7 Kt—QB ₃	Castles
8 Castles	P—Q ₄
9 P×P	P×P
10 QKt—K ₂ ?	Kt—KKt ₅

Black has now a good game. White would have done better with 10 KKt—K₂. If then 10..Kt—KKt₅, 11 Kt×P! If, instead, 10..P—Q₅, 11 Kt×P, 12 Kt×Kt; 13 B×Kt—White in either case winning a Pawn, as he has the threat B×P ch.

11 B—KB ₄	B—B ₃
12 P—QB ₃	R—K ₁
13 Q—B ₂	P—KKt ₃
14 QR—K ₁	KKt—K ₄
15 B×Kt	B×B
16 P—KB ₄	B—Kt ₂
17 K—R ₁	B—Q ₂
18 Kt—B ₃	Q—B ₃
19 Q—Kt ₃	Q—Q ₃
20 R—Q ₁	

The capture of the QKtP is obviously bad.

	Kt—R ₄
21 Q—B ₂	QR—B ₁
22 Q—Q ₂	Q—B ₂
23 QKt—Q ₄	Kt—B ₅
24 B×Kt	Q×B
25 P—QR ₃	B—R ₅
26 QR—K ₁	R—K ₅
27 Kt—KKt ₅	R—K ₂
28 KKt—B ₃	QR—K ₁
29 P—KKt ₃	R—K ₅
30 K—Kt ₂	B—Q ₂
31 Kt—KKt ₅	R×R

The exchange of all the Rooks certainly makes the game more interesting, for, though Black stands better, it is difficult for him to do anything with White's pieces concentrated on the defence.

32 R×R	R×R
33 Q×R	Q—Q ₆
34 Q—K ₇	Q—Q ₇ ch
35 Q—K ₂	Q—B ₈

If Black exchanged Queens also, his winning chances would be small. But the length of the game shows

how difficult it was in any case.

36 Q—QB2 Q—QR8 !

This is the only way in which Black can avoid the exchange, for if 36...Q—K8, 37 Q—K2, &c.

37 KKt—B3 B—Kt5

38 Q—Q2 Q—QKt8

39 Q—QB2 B×Kt ch

40 K×B Q—B8 ch

41 Q—B2 Q—B5

42 Q—K2 Q—B1

43 K—Kt2 K—B1

44 Q—K3 Q—B5

45 K—B2 B—B3

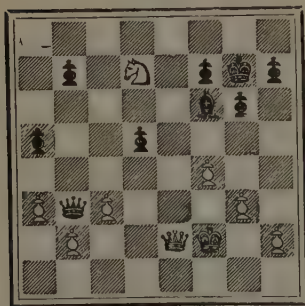
46 Kt—B3 K—Kt2

47 Kt—K5 Q—Kt6

48 Q—K2 P—QR4

49 Kt—Q7

Position after White's 49th move.



P—Q5 !

The present game is an example of a master-player trying to force a win against a weaker opponent. This was the last round, and it

was imperative for Charousek to score a win, owing to his defeat by Mieses a week earlier. Now P—Q5 does not win against correct play ; but it gives White the rope with which to hang himself.

50 Kt×B P×P

51 P×P

If 51 Kt—K8 ch, K—B1 ; 52 P×P, Q×BP ; 53 Q—Kt5 !, Q—Q7 ch, and White cannot escape the draw. Can he have hoped for anything better ?

Q—Kt3 ch

52 Q—K3 Q×Kt

53 Q—B5 P—Kt3

54 Q—K3

54 Q—K5 was the right move. White gradually adjusts the rope about his own neck.

P—R4

55 K—K2 Q—B3

56 Q—K5 ch K—Kt1

57 K—K3 Q—R5

58 Q—K7 Q—Kt6

59 K—Q2 Q—Kt7 ch

60 K—Q3 Q×KRP

61 Q—K8 ch K—Kt2

62 Q—K3 Q—R6

63 K—B2 Q—B4 ch

64 K—Kt2 Q—Kt4 ch

65 K—B2 P—QR5

66 Q—K7 Q—B4 ch

67 K—B1 Q—K3

68 Q—Kt4 ? Q—K8 ch

69 K—B2 Q×KtP

and Black won.

SECTION IV

THE BERLIN CONGRESS

September–October 1897

IN addition to the games recorded below, Charousek played the following games in this tournament :—*v.* Marco, September 14, drawn ; and *v.* Metger, September 23, drawn.

The prize-list was : I., R. Charousek ($14\frac{1}{2}$) ; II., C. A. Walbrodt (14) ; III., J. H. Blackburne (13) ; IV., D. Janowski ($12\frac{1}{2}$) ; V., A. Burn (12) ; VI. and VII., S. Alapin, G. Marco, and C. Schlechter ($11\frac{1}{2}$), divided.

GAME 34

Berlin, September 13, 1897

RUY LOPEZ (FOUR
KNIGHTS)

White : Black :

WALBRODT CHAROUSEK

- | | |
|----------------------|----------------------|
| 1 P—K ₄ | P—K ₄ |
| 2 Kt—KB ₃ | Kt—QB ₃ ~ |
| 3 B—Kt ₅ | Kt—B ₃ |
| 4 Kt—B ₃ | B—Kt ₅ |
| 5 Castles | Castles |
| 6 Kt—Q ₅ | |

p. 174). And it was the move he himself had played against Tarrasch at Hastings !

- | | |
|--------|------------------|
| | Kt×Kt |
| 7 P×Kt | P—K ₅ |
| 8 P×Kt | QP×P |

In a match-game, Zukertort *v.* Steinitz, 1886, the latter continued 8..P×Kt ; 9 Q×P, QP×P. Tarrasch has played 8..KtP×P. But the text-move is the usual continuation.

- | | |
|--------------------|-------------------|
| 9 B—K ₂ | P×Kt |
| 10 B×P | P—KB ₄ |

This was Tarrasch's move against Albin, while Steinitz against Schiffers, also at Hastings, played 10..B—Q₃ ; 11 P—Q₄, P—KB₄. In both these cases Black's advance of the KBP was commended. In the present

Many analysts, including Pillsbury, have condemned this move as premature. Albin even ventured to say of it, when played one step earlier (before castling on both sides) that ' we have now a complete analysis, which shows that the game is lost for White ' ! (*Hastings Tournament Book*,

game the move was called premature.

This is a fine example of 'annotation by result'; for Tarrasch and Steinitz won, while Charousek lost. Possibly Black's best continuation is 10..B—Q3, and if 11 P—Q4, P—QB4.

11 P—Q4 B—Q3

Here *M.C.O.* prefers 11..Q—B3 (p. 37, col. 41, with the authors' continuation in footnote (a)).

12 Q—Q3

The position in the Schiffers—Steinitz game being now the same, Schiffers played 12 P—B4 at once.

Q—R5

with the intention of loosening White's K side position,

13 P—KKt3 Q—B3

14 P—B4 P—B5

Spirited play, though it is questionable whether White's P—B5 should not have been prevented first.

15 P—B5 B—R6

16 B—Kt2 B×B

17 K×B P—B6 ch

18 K—R1 B—K2

19 B—B4 R—B2

This enables Black to retain his embarrassing Pawn on White's B3, for if 20 Q×P,

P—KKt4; 21 Q—Kt4, P—KR4, and wins. If 20 B×P, then of course B×P.

20 Q—K4

R—Q1

21 QR—Q1

B—B1

22 R—Q3

P—KKt4

23 B—K5

Q—Kt3

24 Q×Q ch

P×Q

25 R—R3

P—Kt3

26 P—QKt4

P—R4

27 P×RP

P×BP

28 P×P

B×P

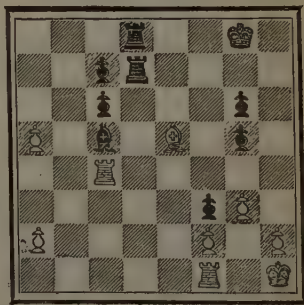
29 R—R4

KR—Q2

Threatening mate in 3, and therefore compelling White's attention.

30 R—QB4

Position after White's 30th move.



B×P

This ingenious-looking move is, nevertheless, declared by Tarrasch to throw away Black's winning chances, leaving him only a draw. (It is curious to note that

some analysts have credited White with a win already!) Tarrasch gives as Black's proper course 30..R—Q8; 31 R—B1, R×R ch; 32 R×R, R—Q7; 33 B×P, R×RP—and it must be admitted that he makes out a good case.

31 R×P R—Q8
32 R—B1 R×QR

R×R ch is better.

33 R×R B—K6

And now P—B4 should have been played. At this stage in the game Charousek appears to have lost his grip, and he throws away the draw after the win.

34 R—B1 P—Kt5
35 B×P R—Q7
36 P—QR4 R—R7
37 B—Kt6 B—Q7

If 37..B×B; 38 P×B, R×P; 39 R—QKt1, R—R1; 40 P—R3, P×P; 41 K—R2, and what can Black do—P—Kt4 being met by 42 P—Kt4? The game is lost anyhow. After the text-move Walbrodt finishes prettily.

38 P—R6 R×P
39 P—R7 K—B2
40 B—Q4! R—R3
41 R—R1 B—R4
42 B—Kt6 Resigns.

GAME 35

Berlin, September 15, 1897

RUY LOPEZ

White : Black :

SCHLECHTER CHAROUSEK

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 Kt—B3
4 Kt—B3 P—Q3

The best move is 4..B—Kt5, turning the game into a Double Ruy Lopez. The text-move is very cramping to Black. Lasker adopted it in two of his match-games against Janowski in 1909, one of which he lost, while in the other Janowski made a blunder.

5 P—Q4 P×P

In both the games mentioned Lasker played 5..B—Q2.

6 Kt×P B—Q2
7 Castles B—K2
8 B×Kt

R—K1 is commonly played in similar positions (which may arise from either the Steinitz Defence to the Lopez or the Four Knights). If Black then castles, White has to decide whether to develop his QB on the K side or in fianchetto, the latter course being better.

9 P—QKt3 P×B 7
 10 B—Kt2 Castles 8
 11 KKt—K2 R—K1
 12 P—KB3 B—KB1

Was this necessary ?

13 Kt—Kt3 P—Q4
 P×P

Charousek does not fear the doubled isolated QBP with his KB still on the board.

14 QKt×P Kt×Kt 10
 15 P×Kt

He could have avoided the isolation of the Pawn by 15 Kt×Kt, B—KB4; 16 Kt—Kt3, Q×Q; 17 KR×Q, B×P; 18 KR—Q1, but probably he aimed at an open KB file.

16 Q—R5 B—K3
 P—KR3
 17 QR—Q1

He must prevent Q—Q7.

18 Q×Q Q—Kt4 11
 19 R—Q3 P×Q 12
 20 P—B4 P—QB4
 21 KR—Q1 KR—Q1
 22 R×R R×R
 23 K—B2 P—KB3
 24 Kt—K2 K—B2
 25 P—KR3 B—Q3
 26 P—K5 R—K1
 P×P

White, being embarrassed how to defend the weak KP, decided to get rid of it. Of

course Black's capture with the Pawn is much better than 26...KB×P; 27 B×B, P×B.

27 Kt—Kt3 B—Q2
 28 Kt—K4 K—K2
 29 R—Kt3

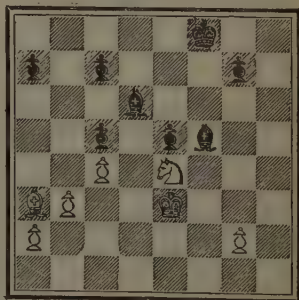
If 29 Kt×KtP, B—B4 gives Black a considerable advantage.

30 P×P P—Kt5
 31 R—B3 R—B1 ch 14

If 31 K moves, R—B5.

32 R×R B×P
 33 B—R3 K×R
 34 K—K3 B—B4 9

Position after White's 34th move.



K—K2 8

Though B×Kt retained the Pawn ahead, Black would have little or no chance of winning. Alapin gives the

following analysis: 34..B×Kt; 35 K×B, K—K2; 36 K—B5 (not 36 K—Q5, K—Q2; 37 B×P, P—B3 ch), K—B2; 37 B—Kt2, P—Kt3 ch. The extra Pawn cannot be made to tell.

35 B×P	B×Kt
36 B×B ch	K×B1
37 K×B	P—B4
38 P—R3	P—R4
39 K—B5	P—Kt3 ch
40 K—K4	K—K3
41 P—Kt3	K—Q3
42 P—KKt4	K—K3
43 P—Kt5	K—Q3
44 K—Q3	Drawn.

X GAME 36

Berlin, September 16, 1897

FRENCH DEFENCE

White :	Black :
CHAROUSEK	BURN

1 P—K4	P—K3
2 P—Q4	P—Q4
3 Kt—QB3	Kt—KB3
4 B—KKt5	P×P

The move recommended by Lasker in *Common Sense in Chess*. It has also been called by some 'Burn's Defence,' Burn having adopted it with some success both at Hastings and in the present tournament. Mason objected to it

that Black's winning outlook is poor, and that a strong centre is the strength of the defence in the French.

5 Kt×P QKt—Q2

Lasker gives 5..B—K2; 6 B×Kt, P×B, followed by the advance of KBP and QBP.

6 Kt—KB3	B—K2
7 Kt×Kt ch	Kt×Kt
8 B—Q3	Castles
9 B×Kt	B×B
10 Q—K2	

By his last two moves White gives notice of his intention of making a violent attack on the castled King. First he removes Black's defending Knight, and now he brings his Queen into action.

P—B4

Not, of course, B×P, or else 11 Q—K4 wins a piece.

11 Q—K4	P—KKt3
12 P—KR4	P×P
13 Castles QR	Q—R4
14 P—R5	

White is now committed to this, for if 14 K—Kt1, P—K4, threatening B—B4 and B—K3. 14..P—K4 was Black's best reply to the text-move also.

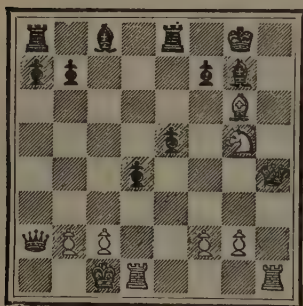
	Q×QRP
15 P×P	RP×P

If $BP \times P$, 16 $R \times P$!

16 $Q-B_4$ $B-Kt_2$
 17 $Q-R_4$ $R-K_1$
 18 $Kt-Kt_5$ $P-K_4$
 19 $B \times P$

This sacrifice seems perfectly sound and offered many winning chances.

Position after White's 19th move.



$P \times B$

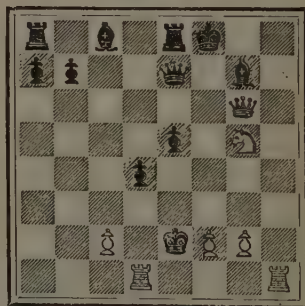
If Black had refused the sacrifice with 19... $B-K_3$, the continuation might be 20 $B-R_7$ ch, $K-B_1$; 21 $B-Q_3$, $Q-R_8$ ch; 22 $K-Q_2$, $Q \times P$; 23 $Kt-R_7$ ch, $K-Kt_1$; 24 $Kt-B_6$ ch, $K-B_1$. For White to win the Exchange now seems doubtful policy in view of Black's two extra Pawns and double Bishops, so that a draw by repetition of moves may be necessary.

20 $Q-R_7$ ch $K-B_1$
 21 $Q \times P$ $Q-R_8$ ch
 22 $K-Q_2$ $Q-R_4$ ch
 23 $K-B_1$ $Q-R_8$ ch
 24 $K-Q_2$ $Q-R_4$ ch
 25 $P-QKt_4$

Charousek refuses the draw which his opponent has tacitly offered him, and thereby, as the game actually goes, forfeits half a point. But the disaster is due to his 29th move, while the text-move is a pretty resource to enable him to play $K-K_2$. He cannot do so yet on account of the answer $Q-R_3$ ch, forcing the exchange of Queens.

26 $K-K_2$ $Q \times P$ ch
 $Q-K_2$

Position after Black's 26th move.



27 $R-R_4$

27 $R-R_8$ ch would be defeated by $B \times R$; 28 $Kt-R_7$ ch, $Q \times Kt$; 29 $Q \times Q$,

B—Kt2 +. White has two plausible alternatives: 27 R—R7 and 27 R—Q3.

(1) 27 R—R7 equally with the text-move threaten to double Rooks. The probable continuation is 27..Q—B3; 28 R×B, B—Kt5 ch; 29 P—B3, Q×Q (not Q×R, because of 30 Kt—R7 ch); 30 R×Q, with rather faint drawing chances.

(2) Against 27 R—Q3, B—Kt5 ch is useless, White merely moving his King to B1. If 27..P—K5, 28 R—KKt3, P—Q6 ch; 29 K—B1, P×P; 30 K—K2! Now Black is faced by the threats of (a) 31 Kt—R7 ch, K—Kt1; 32 Kt—B6 ch, K—B1; 33 R—R8 ch and mate next move; and of (b) 31 R—R8 ch, B×R; 32 Kt—R7 ch, winning the Queen and the game. To meet these threats Black can play 30..P—B8 (Q); 31 R×Q (not 31 Kt—R7 ch, because of K—Kt1; 32 Kt—B6 ch, Q×Kt!; 33 Q×Q, Q—B7 ch), B—Q2. If now 32 R—B5 (threatening 33 R—B5 ch, B×R; 34 Q×QB ch, K—Kt1; 35 Q—R7 ch, K—B1; 36 Kt—K6 ch, &c.), KR—B1! White seems therefore forced to have recourse to the drawing line, 32 Kt—R7 ch, K—Kt1; 33

Kt—B6 ch, K—B1; 34 Kt—R7 ch.

For over-the-board analysis the line chosen by Charousek was simpler than (2), and it should have led to the same result.

B—K3

28 Kt—R7 ch K—Kt1

29 QR—KR1?

White had still with 29 Kt—Kt5 a sure draw, the threat being 30 R—R8 ch and mate next move—in consequence of which Black must submit to 29..K—B1; 30 Kt—R7 ch, K—Kt1; 31 Kt—Kt5.

Q—KB2.

30 Kt—B6 ch K—B1

31 R—R8 ch K—K2

White resigns.

A game of the greatest interest, and, in spite of Charousek's unfortunate mistake on move 29, of equal credit to both players.

GAME 37

Berlin, September 18, 1897

QUEEN'S PAWN GAME

X White :

Black :

BLACKBURN

CHAROUSEK

1 P—Q4

P—Q4

2 Kt—KB3

P—K3

3 B—B4

B—Q3

In Game 140 Charousek and Halprin, consulting, made the same reply to White's rather unusual 3rd move, their opponents continuing 4 B—Kt3.

4 B×B Q×B 2
5 QKt—Q2 Kt—KB3
6 P—B3

White proceeds on lines which have since become rather fashionable, but fails to get his Bishop to Q3. Black meets the hostile development in the best way, viz. by a quick advance of P—K4.

7 Q—B2 QKt—Q2
8 P—K3 P—K4
9 P×P Castles 3

The initiative has passed into Black's hands, and it is difficult to see what good alternative there is to the text-move.

10 B—K2 Kt×P 4
11 P—KR3 B—Kt5 5
12 Kt×Kt B—R4
13 KKt—B3 B×B1
14 Kt—Kt3 Q—R3
B—Q6

Now White is in a very uncomfortable position, from which it takes him all his skill to extricate himself.

15 Q—Q1 P—QKt3
16 Kt—B1 B—B5
17 Kt—K5 QR—Q1 6
18 Q—B2 Q—Kt2
19 Kt—K2 KR—K1

20 Kt×B P×Kt 7
21 Castles Q—K5

R—Q6 is useless, because of 22 Kt—B4. Charousek resolves, therefore, to force the exchange of Queens, and make what use he can of his general positional superiority.

22 Q×Q Kt×Q 8
23 KR—Q1 P—KKt4
24 Kt—Q4 R—Q4

Black prevented 24 Kt—B4; but he cannot immediately dislodge the Knight from Q4 by P—QB4, for there would follow 25 Kt—B6.

25 Kt—B3 R—Q6
26 Kt—K1 QR—Q1 8
27 Kt—B3 P—QB4
28 K—B1 P—Kt4
29 P—R3 P—QR4 9
30 K—K2 P—QKt5
31 RP×P RP×P 10
32 R×R R×R 1
33 P×P P—B6 1

If 33..P×P; 34 R—R4, R—Kt1; 35 Kt—Q4, P—B6; 36 P—QKt3, and Black can make no further progress. The text-move, on the other hand, requires the greatest care.

34 P(Kt2)×P Kt×P ch 2
35 K—K1 P×P 3
36 Kt—Q4 R—Kt1
37 Kt—Kt3 K—Kt2
38 R—R6 P—R4
39 P—Kt3 R—QB1
40 Kt—Q4

Not 40 R—Kt6, because of
Kt—R7, and if 41 R—QR6,
R—B7

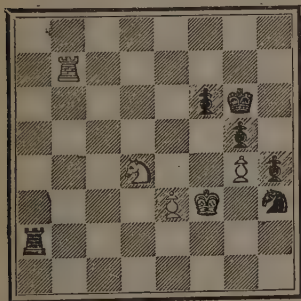
41 R—R7 R—B4
42 R—Kt7 K—Kt3
R—R4

He can no longer keep the
passed Pawn, and therefore
plays to win one of White's
in exchange.

43 R×KtP R—R8 ch 5
44 K—Q2 Kt—K5 ch
45 K—K2 R—R7 ch 4
46 K—B3 Kt×BP 8
47 R—Kt6 ch P—B3
48 P—Kt4 P—R5 20
49 R—Kt7 Kt×RP 1

The end game, from this
point, is given in *Black-
burne's Games of Chess*.

*Position after Black's 49th
move.*



50 Kt—K6

If 50 Kt—B6, Kt—Kt8 ch ;
51 K—K4, R—R5 ch, win-
ning another Pawn.

Kt—Kt8 ch 2
R—R5 ch 3
R—R1

51 K—K4
52 K—Q3

But now if 52.. R×P, White
mates in 2.

53 R—Kt7 ch K—R3
54 R—KB7 R—KKt1
55 R×P ch

If 55 Kt—B8, R×Kt; 56
R×R, K—Kt2, 57 R—QR8.
P—R6; 58 R—R2, P—B4;
59 P×P, P—Kt5 and wins,

R—Kt3
56 R—B1 R×Kt
57 R×Kt K—Kt2
58 K—K2 R—QR3
59 R—QKt1 K—B3
60 K—B3 Drawn.

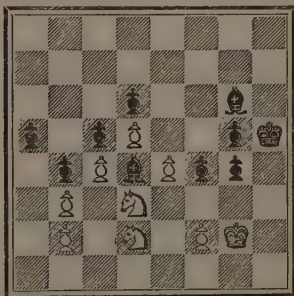
GAME 38

Berlin, September 20, 1897

White : Black :

TEICHMANN CHAROUSEK

The position after White's
58th move was as follows :



Pt wins

Charousek finished the game prettily :

58 B—B6 !
59 P×B

Obviously the Knight on Q2 cannot move.

P×P
60 Kt—Kt1 B×P ch
61 K—Kt1 P—B7

White resigns.

GAME 39

Berlin, September 21, 1897

QUEEN'S PAWN GAME

White : Black :

CHAROUSEK SÜCHTING

1 P—Q4 P—Q4
2 P—K3 Kt—KB3
3 Kt—KB3 P—B4
4 P—B3 P—K3
5 B—Q3

Charousek here adopts a modern method of development though by his 3 Kt—KB3 he has precluded himself from the early 'stone-wall,' P—KB4.

Kt—B3
6 Castles B—Q3
7 QKt—Q2 P—K4

The move which the 'stone-wall' prevents, and a very

important one for Black. But he might well delay it here until he has castled and played R—K1.

8 P×BP B×P
9 P—K4 P—Q5 ?

With P×P Black could have forced exchanges, with a good game. The text-move subjects him quickly to an embarrassing attack.

10 Kt—Kt3 B—Kt3
11 P×P P×P
12 P—K5 Kt—Q2
13 B—KKt5 Q—B2
14 R—QB1 Castles
15 R—K1 R—K1
16 B—KB4 Q—Q1
17 Kt—Kt5

Position after White's 17th move.



Rightly abandoning his KP for something better. If Black replies 17..Kt—B1, then comes 18 Q—R5, P—Kt3; 19 Q—R6, with the

Necessary, in view of Black's next move.

30 Kt×Kt Kt—R5
B×Kt

Englisch here proposed a draw, and, after a repetition of moves, by White's Rook and Black's Bishop, Charousek agreed to it. Englisch had still the gambit Pawn in hand, and might have tried for more. But, apart from his habitual caution (which gained for him first among players of the Vienna school the title of 'drawing master'), he was already suffering from the malady which carried him off less than a month later.

GAME 41

Berlin, September 24, 1897

KING'S GAMBIT DECLINED

White : Black :

CHAROUSEK JANOWSKI

1 P—K4 P—K4
2 P—KB4 B—B4
3 Kt—KB3 P—Q3
4 P—B3

A favourite move of Morphy's, played by him, for instance, in the 2nd and 4th match-games against Löwenthal.

Only the bolder among modern players, such as Tchigorin, Schiffers, Alapin, and Charousek himself, have ventured to adopt it in a match-game. Compare Games 2 and 15.

5 Kt—KB3

All Morphy's opponents replied 4..B—KKt5, which is inferior. See the second note on Game 2, where it might have been added that some consider 4..Q—K2 better than the text-move.

5 P×P P×P
6 Kt×P Q—K2
7 P—Q4 B—Q3
8 Kt—B3 Kt×P
9 B—K2 Castles
10 Castles P—QB4 ?

This allows White to get a passed Pawn in the centre of the board.

11 QKt—Q2 Kt×Kt
12 B×Kt Kt—B3
13 P—Q5 Kt—K4
14 Kt×Kt B×Kt
15 B—KB4 B×B
16 R×B Q—K6 ch.
17 R—B2 B—Q2
18 Q—Kt3 P—QKt3
19 P—QB4

White has now a decidedly superior position, whether Black exchanges Queens or not.

20 P×Q Q×Q
 21 B—Q3 P—QR4
 22 R—K2 KR—K1
 23 B×R R×R
 24 B—Q3 K—B1
 25 R—KB1 P—R3
 26 B—Kt6 P—B3
 27 K—B2 K—K2
 28 K—B3 K—Q3
 29 B—Q3 R—QKt1
 30 P—KKt4 R—K1
 31 P—R3 R—K4
 32 K—B4 P—R4
 33 R—KKt1 P—KR5
 34 K—B3 P—Kt4 ch
 35 B—K4 B—B1

White's King must cross the board to further progress.

36 R—KB1 B—Q2
 K—K2

If 36..P—B4, 37 B×P, B×B; 38 P×B, R×P ch; 39 K—K2, and Black dare not exchange Rooks, while if R—K4 ch, 40 K—Q3, with excellent prospects.

37 R—Q1 K—Q3
 38 R—KB1 K—K2
 39 R—Q1 K—Q3
 40 R—QR1

No doubt both players wanted to gain time against the clock by their last few moves. Charousek now varies the proceedings, having no wish to draw. If 40..P—B4; 41 B×P, B×B; 42 P×B

R×P ch; 43 K—Kt4, and again White's prospects are excellent.

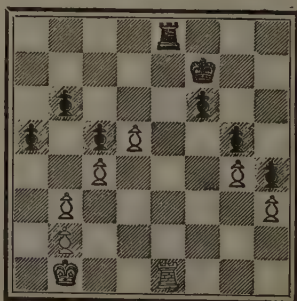
R—K1
 41 R—KB1 R—QKt1

Janowski, no drawing player, attempts a diversion. But if the Rook returns to K4, White can still play K—K3.

42 K—K3 R—KB1
 43 B—B5 R—K1 ch
 44 K—Q2 B×B
 45 R×B R—KB1
 46 K—Q3 R—B2
 47 K—B2 R—B1
 48 K—Kt1 K—K2
 49 R—B1 K—B2
 50 R—K1 R—K1 !

If White were to exchange, he would throw away the fruit of his admirable manoeuvres with the King. *E.g.*, 51 R×R, K×R; 52 K—B2, P—B4, and Black wins.

Position after Black's 50th move.



51 R—KR1 ! R—K6
 52 K—R2 R—Q6
 53 K—R3 P—B4
 54 P×P K—B3
 55 K—R4 K×P
 56 K—Kt5 R×P ch
 57 K—B6 R×P
 58 R—Q1 R—K7
 59 P—Q6 R—K1
 60 K×P P—Kt5
 61 P×P ch K×P
 62 K×RP P—R6
 63 P—Q7 R—Q1
 64 K—Kt6 Resigns.

Charousek might, however, on his 60th move have announced mate in 5 :—60.. Q—Kt3 ; 61 K—B8 (if 61 K—K7, mate in 2), K—Q3 ; 62 K—K8, Q—R4 ; 63 K—Q8, Q—R8 ch and mate next move.

The above ending is given in Bachmann's collection. An earlier stage in the end game appears in the *B.C.M.*, 1897, p. 421 ; but the connecting moves, like the beginning of the game, are missing.

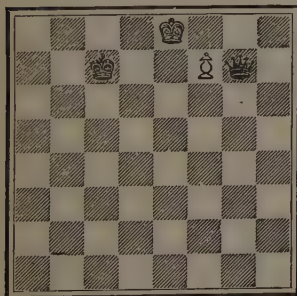
GAME 42

Berlin, September 25, 1897

White : Black :

ALBIN CHAROUSEK

The Position after White's 60th move was as follows :



The game concluded :

60 Q—K4 ch
 61 K—B8 Q—R1 ch
 62 K—K7 Q—Q1 ch

White resigns.

GAME 43

Berlin, September 27, 1897

FALKBEER COUNTER GAMBIT

White : Black :

CHAROUSEK COHN

1 P—K4 P—K4
 2 P—KB4 P—Q4
 3 KP×P P—K5
 4 P—Q3 Kt—KB3

See Game 18. White should now play 5 P×P, Kt×P ; 6 Kt—KB3 !

5 Q—K2 Q×P
 6 Kt—QB3

This is the best move here. For 6 Kt—Q2 see Games 30 and 56.

7 B—Q2 B—Q Kt5
 8 B×B B×Kt
 QKt—Q2

If 8... Castles, 9 B×Kt, P×P;
 10 Q×P, Q×Q, 11 B×Q,
 P×B, 12 Kt—K2, Kt—B3
 (Game 18, second note).

9 P—KKt4 Castles
 10 B—Kt2 P×P?

Q—Q3 was much better.

11 B×Q P×Q
 12 B—B3 R—K1
 13 Kt×P Kt—K5
 14 Castles KR QKt—B3
 15 P—KR3 B—Q2?

He should have cut off
 White's QB, when a draw
 would have been the legiti-
 mate result.

16 KR—Q1 B—B3
 17 B—K5 QR—Q1

He cannot well save the QBP,
 but Charousek does not want
 it.

18 Kt—Q4 P—KR3

Not seeing his danger, or else,
 in an extremely difficult posi-
 tion, unable to find the way
 out.

19 Kt×B P×Kt
 20 R—K1 Kt—Q7
 21 KB×P R—K3
 22 B—Kt2 QR—K1
 23 P—Kt3 P—Kt4
 24 KR—Q1 P×P

25 B×Kt R—K7
 26 B—QB3 P—B6
 27 R×Kt P—B7 ch
 28 K—B1 R—K8 ch
 29 K×P Resigns.

GAME 44

Berlin, September 28, 1897

SICILIAN DEFENCE

White : Black :
 CHAROUSEK SCHIFFERS

1 P—K4 P—QB4
 2 Kt—KB3 Kt—QB3
 3 P—Q4 P×P
 4 Kt×P Kt—B3
 5 Kt—QB3 P—K3
 6 P—QR3

This move of Charousek's is
 unusual at this stage. It is
 true that it prevents B—Kt5,
 but also it gives Black what
 amounts practically to a move
 in the opening.

7 B—K2 B—K2
 8 Castles Castles
 9 P×P P—Q4
 10 QKt×Kt Kt×P
 P×Kt

Black, having still his QB, is
 not afraid to isolate his Pawn,
 especially as thereby he gets
 the Bishop into play. Never-
 theless, the weakness in the
 centre comes into play on

the 19th move, after the Bishop has disappeared.

11 B—K3 B—B3
12 Q—Q2 B—K3
13 QR—Q1 R—B1
14 P—QB3 R—K1
15 P—KB4

If 15 Kt×Kt, P×Kt, 16 B×P, P—B4, with advantage. But after the text-move, White threatens 16 Kt×Kt, P×Kt; 17 P—B5, B—Q2; 18 B×P, P—B4; 19 B—R6, R—R1; 20 B×P, R×B; 21 Q×P, with three passed Pawns for a piece. Black therefore has to protect his QRP.

P—QR3

16 Kt×B

16 P—B5 would be answered by Kt×Kt; 17 B×Kt, B×B ch; 18 Q×B, B×P. White allows Black to reinforce his isolated Pawn, seeing that he can soon weaken it again.

17 B—Q3 P×Kt
18 B—QKt6 Q—K2

Removing the Bishop from danger, preparatory to the next move.

19 P—B5 Kt—Kt1
Q—Q3

If 19..P—K4, 20 B—Kt1, and the QP cannot be saved.

20 B—KB2 Kt—B3
21 P×P Q×KP
22 B—Kt1 Kt—K2
23 Q—Q3 P—KKt3
24 B—R2 K—Kt2

The Pawn must fall eventually, but there seems no necessity to yield it up at once. 24..KR—Q1 is the natural move.

25 B—Q4 Kt—B4
26 B—KB2 Q—K5
27 Q×QP Q×Q
28 R×Q R—B2
29 P—KKt4 Kt—K6
30 R—K1! Kt×R
31 R×R R—Q2
32 B—KKt3 P—KKt4

Not 32..Kt—K6 because of 33 B—KB4, threatening mate.

33 K—B2 P—R3
34 B×Kt R×B
35 R—K2 K—B2
36 K—K3 K—K3
37 R—Q2 R—Kt4
38 K—Q3 R—Q4 ch
39 K—B2 R—Kt4

It was a lesser evil to exchange the Rook than thus to play it back to a square where it is open to Pawn attack.

40 R—Q6 ch K—K2
41 P—Kt4 B—K4

He must prevent P—B4.

But White has now an easy win.

- | | |
|-----------|----------|
| 42 B×B | R×B |
| 43 R×KRP | R—K7 ch |
| 44 K—Kt3 | K—B2 |
| 45 P—QR4 | P—Kt4 |
| 46 P—R5 | K—Kt2 |
| 47 R×P | R×P |
| 48 R—QKt6 | Resigns. |

GAME 45

Berlin, September 29, 1897

QUEEN'S GAMBIT DECLINED

White : **Black :**

CHAROUSEK ALAPIN

- | | |
|----------|--------|
| 1 P—Q4 | P—Q4 |
| 2 P—QB4 | P—K3 |
| 3 Kt—QB3 | P—QKt3 |

A very inferior defence, which might effectively be met by 4 P—K4. Charousek, however, is content to develop his game on Queen's Gambit Declined lines. Compare Game 49.

- | | |
|---------|-------|
| 4 Kt—B3 | B—Kt2 |
| 5 P—K3 | |

Showalter suggests 5 Q—B2

- | | |
|-------|--------|
| | Kt—KB3 |
| 6 P×P | P×P |

For 6..Kt×P see Game 49.

- | | |
|------------|------|
| 7 B—Kt5 ch | P—B3 |
|------------|------|

Black has to submit to the closing of his QB's diagonal, as 7..B—B3; 8 B×B ch, Kt×B; 9 Kt—K5 gives White a very superior position.

- | | |
|--------|------|
| 8 B—Q3 | B—K2 |
|--------|------|

Had he now played B—Q3, Black would have had a very fair game. The rule that Black's Bishop should develop at K2 is not of universal application.

- | | |
|-----------|---------|
| 9 Castles | Castles |
| 10 Kt—K5! | QKt—Q2 |
| 11 P—B4 | P—B4 |
| 12 Q—B3 | Kt—K1? |

Overlooking White's reply in his anxiety to drive off the Knight with P—B3. His best resource seems to be 12..R—K1, making room for the QKt at B1 and preparing to withdraw KKt to Q2. But White threatens P—KKt4, with a violent attack.

- | | |
|------------|-------|
| 13 B×P ch! | K×B |
| 14 Q—R3 ch | K—Kt1 |
| 15 Q×Kt | Kt—Q3 |
| 16 Q—R3 | Kt—K5 |

17..Kt—B5 looks stronger.

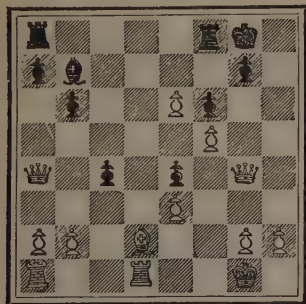
- | | |
|----------|-------|
| 17 R—Q1 | P—B5 |
| 18 Kt×Kt | P×Kt |
| 19 B—Q2 | Q—B1 |
| 20 P—B5 | B—KB3 |
| 21 Q—R5 | |

Threatening B—Kt4 and also
P—KKt4—Kt5

made in the first two hours).
But Black recognised that he
was lost anyhow.

22 P×B B×Kt
23 P—K6 P—B3
24 Q—Kt4 Q—K1
 Q—R5

*Position after Black's 24th
move.*



25 B—Kt4!

A surprise for Black with
the other Bishop this time.
Of course 25..Q×B is im-
possible.

26 R×R ch KR—Q1
27 B—K7 R×R
 R—KB1

Nothing else will stop B×P.

28 B×R K×B
29 Q—R5 Q—K1
30 Q×Q ch Resigns.

The fact that White did not
play 30 Q—R8 ch suggests
that he was short of time
(thirty moves having to be

GAME 46

Berlin, September 30, 1897

CENTRE GAME

White :

Black :

WINAWER

CHAROUSEK

1 P—K4	P—K4
2 P—Q4	P×P
3 Q×P	Kt—QB3
4 Q—K3	B—Kt5 ch

Unusual, though it was tried
as early as the Berlin Tour-
nament of 1881. Its object
is to induce White to block
his QB3 with a Pawn. The
usual move is 4..Kt—B3.

5 P—B3 B—K2

Best—being Charousek's im-
provement on the older 5...
B—R4.

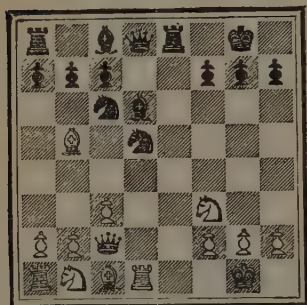
6 Kt—B3	Kt—B3
7 B—Kt5	Castles
8 Castles	P—Q4
9 P×P	

If 9 P—K5, Kt—KKt5, with
10..P—B3 to follow.

	Kt×P
10 Q—K2	B—Q3
11 R—Q1	R—K1
12 Q—B2	

12 Q—B1 is safer, but the text-move need not lose.

Position after White's 12th move.



B—KKt5

13 R×Kt

This is bad. Also if 13 Kt—Kt5, then Kt—B3; 14 P—B3, B—KB4!; 15 Q—R4 (15 Q×B? B—B4 ch; 16 Q×B, Q×R ch, and wins), P—KR3; 16 Kt—KR3, B×Kt, and Black has a great advantage in position. But 13 QKt—Q2 seems playable.

14 P×B	B×Kt
15 K×B	B×P ch
16 B×Kt	Q×R
17 B—K3	P×B

White must prevent R—K8.

R—K3

18 Kt—Q2

He cannot protect the Pawn

with 18 Q—K2, because of the reply Q—R4 ch. But after the text-move he is bound to give up his Queen to stop mate.

19 Q×R	R—Kt3
20 K—Kt3	RP×Q
21 Kt—Kt3	R—K1
22 P—QB4	P—R4
23 P—B4	Q—K4 ch
24 B—Q4	Q×KtP
25 B—K3	Q—B7
26 R—QB1	Q—B6
27 P×R	R×B ch
	Q×P ch

White resigns.

GAME 47

Berlin, October 1, 1897

RUY LOPEZ

White :	Black :
CHAROUSEK	CARO

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—KKt3

One of the most difficult defences for Black in the Lopez, when White meets it, as here, with 4 P—Q4.

4 P—Q4	P×P
5 B—Kt5	B—K2

Having played the Fianchetto, Black errs in develop-

ing the Bishop at K2. 5..
P—B3 is correct.

6 B×B KkT×B

Steinitz once, using this defence against Lipschütz, at New York, captured here with the Queen.

7 Kt×P Castles

8 Castles P—Q4

9 B×Kt P×B

This leaves the Knight confined. Kt×B therefore seems better.

10 Kt—QB3 P—QB4

11 Kt—Kt3 P—Q5?

By his last two moves, Black throws away a Pawn. After 10...P—QB4 (in itself rather risky) Black should have continued with 11...P—B5, with the advance of the QP to follow. (If 12 Kt—R5, P—QB3.) White can then get little out of the position.

12 Kt—R4 P—B4

13 QKt×P P×P

14 Q×P Q×Q

13 Kt×Q Kt—B4

16 Kt×Kt B×Kt

After these exchanges White will clearly have a difficult game to win, in spite of his extra Pawn, Black's Bishop having plenty of scope. The subsequent play is very interesting.

Position after Black's 16th move.



17 P—QB3 QR—Kt1

18 P—QKt4 KR—Q1

19 KR—Q1

Mieses suggests 19 KR—K1, and if 19...KR—K1, 20 QR—Q1. Or if 19...R—Q7, 20 Kt×P, B×Kt; 21 R×B, R—B7; 22 R—QB4, R—Q1; 23 P—QR4, with advantage to White.

R—Q3

20 K—B1

If 20 R×R, P×R; 21 Kt—Kt3, R—QB1; 22 R—QB1, B—K3, White's task is harder still.

QR—Q1

21 K—K1 QR—K1

22 R×R P×R

23 Kt—Kt7

Kt—Kt3 at once seems best, for if then 23...R—QB1, 24 K—Q2, followed by Kt—

Q4. Nor is anything to be feared from 23..P—K6.

	P—Q4
24 Kt—B5	K—B2
25 K—Q2	K—B3
26 K—K3	K—K4
27 Kt—Kt3	R—QB1
28 R—QB1	P—Kt4
29 P—KR3	P—KR4
30 Kt—Q4	B—Q2
31 P—B3!	

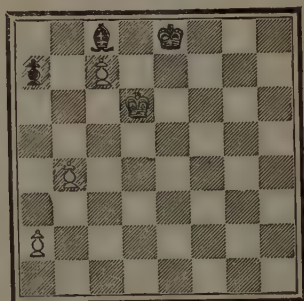
Excellent. Black must now submit to an isolated Pawn in the centre.

	R—B2
47 Kt—R1	R—B8
48 Kt—Kt3	R—KKt8

48..P—R8 (Q) gives better drawing chances.

49 R—B2	R×Kt
50 R×P	K—B2
51 R—R8	R—Kt1
52 R×R	K×R
53 K—K5	K—B2
54 K—Q6	K—K1

Position after Black's 54th move.



32 P×P	P—R5
33 P—B4	P×P
34 P×P	P—Kt5
35 R—Q1	R—KKt1!
36 Kt—K2	R×P
37 R—Q4	B—K3
38 R—Q5 ch	B—B4
39 P—B5	K—B3
40 P—B6	R×P
	R—Kt2

40..P—R6 is better. If then 41 P—B7, B—Kt5! if 41 R—Q1, P—R7; 42 R—KR1.

41 R—B5	P—R6
42 P—B7	B—B1
43 Kt—B3	P—R7
44 Kt×P ch	K—Kt3
45 Kt—B2	R—K2 ch
46 K—Q4	

If 46 K—B3, R—B2 ch, followed by R×Kt and P queens.

55 P—R4

55 K—B6 is the only winning move, says Showalter (A.C.M.), for in reply to the text-move Black might force the draw by B—Kt2. He gives the following variation to prove the draw:—55.. B—Kt2; 56 P—Kt5, P—R3; 57 P—Kt6 (if P×P, B×P—a dead draw), P—R4; 58 K—B5, K—Q2; 59 K—Kt5, K—Q3; 60 K×P, K—B4;

There seems no escape from this, for a plausible alternative, 56 P—B8(Q) ch, B×Q; 57 K—B7, fails to win against 57..B—K3; 58 K—Kt7, P—R4 or 58 P—Kt5, B—Kt6

	K—B2?
56 P—Kt5	K—K1
57 P—R5	B—Kt2
58 P—R6	B—B1
59 P—Kt6	P×P
60 P—R7	Resigns.

GAME 48

Berlin, October 2, 1897

TWO KNIGHTS' DEFENCE

White :	Black :
ZINKL	CHAROUSEK

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	Kt—B3
4 P—Q3	B—B4
5 Kt—B3	P—Q3
6 P—KR3	

In the *Giuoco Pianissimo*, which the opening has now become, there is no necessity for this move, though it cannot actually be called wrong. 6 B—K3 is commonly played; or 6 Kt—K2 or B—KKt5.

Kt—K2

Black has here the option of 6..B—K3; but he prefers to complicate rather than simplify.

7 B—K3	B—Kt3
8 P—Q4	B—R4?

Waste of time and leading to a bad game for Black. Either 8..P×P; 9 Kt×P, Kt×P; 10 Kt×Kt, P—Q4 or 8..P×P; 9 Kt×P (if QB×P, B×B; 10 Kt×B, P—Q4) P—Q4 was safe.

9 Kt—Kt5 P—Q4

Not 9..Castles (or 9..B×Kt ch; 10 P×B, Castles) because of P×P, &c.

10 QP×P

The *Deutsche Schachzeitung* (Jan. 1898) gives some elaborate analysis to prove that 10 KP×P is better.

	Kt×P
11 Kt×Kt	P×B
12 Q—R5	

White had in 12 Q×Q ch, K×Q; 13 Castles QR ch, K—K1; 14 Kt—Q5 a good continuation, but hopes for something better still,

Q—Q2!

13 B—R6

Unsound, though, as the sequel shows, it is almost good enough to draw. 13 P—KKt4 was better.

Position after White's 13th move.



B × Kt ch

14 K—B1

If 14 P × B, Q—B3 wins a piece. And if 14 Kt × B, of course P × B simply.

Castles

15 Q—Kt5

Kt—Kt3

16 P × B

If 16 Kt—B6 ch. P × Kt;
17 Q × P, B × KP, &c.

Q—B4

17 Kt—Kt3

Q × KP

Black sees and avoids the trap 17 Q × QBP?; 18 B × P, K × B; 19 Kt—R5 ch, K—Kt1; 20 Q—B6.

18 Q × Q

Kt × Q

19 B—B4

R—K1

20 R—K1

P—KB3

21 P—B3

21 B × Kt, R × B; 22 R × R, P × R would scarcely have

improved White's chances of a draw. Nor does it seem the right policy on move 23 to give up the advantage of Bishops of opposite colours.

B—Q2

22 K—B2

B—R5

23 B × Kt?

Why not R—K2?

R × B

24 R × R

P × R

25 R—K1

R—K1

26 R—K2

But now R—K4 is stronger.

K—B2

27 Kt—B1

B—Q2

28 Kt—K3

B—K3

29 Kt—Kt4

This lessens again White's chances of a draw.

B × Kt

30 RP × B

R—K3

31 R—K4

P—QKt4

32 P—R4

Another miscalculation. Zinkl was under the impression that Black must answer 32... P—B3, when he would have continued 33 R—K1. 32 R—K1 was his only resource, so as to be able to play R—QR1.

P × P

33 R × BP

R—QR3

34 R × P ch

K—K1

Not K—K₃, because of 35
R×KtP, P—R₆; 36 R×
KRP, P—R₇; 37 R—R₆ ch.

35 R—Kt₇ P—R₆
36 R—Kt₁ P—R₇ ✓
37 R—QR₁ K—Q₂
38 K—K₃ K—Q₃ ✓
39 K—K₄

No better is 39 K—Q₂, K—
B₄; 40 K—B₁, K—B₅;
41 K—Kt₂, R—Kt₃ ch; 42
K—B₁, R—Kt₈ ch.

40 K×P K—B₄
41 P—Kt₅ K—B₅
42 P—B₄ K×P
43 P—B₅ K—Kt₇
44 R×P ch R×R
45 P—B₆ P×P ch
46 P×P R—R₈

White resigns.

GAME 49

Berlin, October 4, 1897

**QUEEN'S GAMBIT
DECLINED**

White : CHAROUSEK **Black :** TCHIGORIN

1 P—Q₄ P—Q₄
2 P—QB₄ P—K₃
3 Kt—QB₃ P—QKt₃ ?

As played against Charousek
by Alapin five days before.
See Game 45.

3 4 P—K₃ Kt—KB₃
4 5 Kt—B₃ B—Kt₂
6 P×P Kt×P

Alapin played 6..P×P.
Tchigorin tries to keep the
diagonal open for his QB.
But the objection is that
the Knight is now liable to
attack by P—K₄.

7 B—Kt₅ ch P—B₃
8 B—Q₃ Kt—Q₂
9 Castles B—Q₃
10 P—K₄ Kt—Kt₅

Kt—K₂ seems best. The
Knight still remains open
to attack at its new post.

11 B—QB₄ P—QR₄
12 B—KKt₅ B—K₂
13 B—B₄

By his last two moves White
has got a good diagonal for
his Bishop.

Castles
Kt—R₃
P—QKt₄
P—Kt₅

Kt—B₂ was worth considera-
tion.

17 P×P Kt×P
18 KR—Q₁ Kt—Kt₃

Kt×B is the natural move,
and then Kt—B₃.

19 Kt—K₅

If 19 B—Kt₁, then B—R₃,
followed by Kt—B₅. More-
over, Charousek was at-

tracted by a bolder line. If now 19..Kt×B, White's Queen, after recapturing, is excellently placed for coming into action on the K side. 19..Q×P, of course, would be risky—though Mason suggests that this was a case where a little more risk might have been taken by Black.

B—Q3

And, as a matter of fact, the risk of massing pieces on the Q side when a K side attack is obviously coming is not small.

20 B—Kt1 6 Q—K2

21 Q—R5 B×Kt

P—B3 seems the best move.

3 22 B×B P—Kt3

There were numerous alternatives, such as 22..P—B3, 22..Kt—Q2, 22..Kt—B5, or 22..P—R3, to be followed by Kt—B5. The last is Hoffer's suggestion. The text-move is one usually attended by danger in the defence of the Queen's Gambit Declined, though it has a plausible look here.

23 Q—R6 P—B3

24 B—Kt3 KR—Q1 ?

Charousek at once proves the weakness of this. 24..

Kt—B5 might well have been played. There was also 24..P—QB4.

6 25 P—K5 7 P×P
7 26 QB×P

26 B—R4, though it won the Exchange, did so at too great a cost, Black replying 26..Q—Q2; 27 B×R, R×B.

Kt—B5

27 B—K4 Kt—Q4

27..Kt×B; 28 P×Kt, P—B4 was much better.

28 B×Kt BP×B

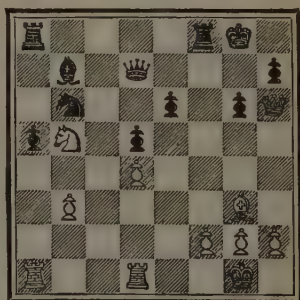
29 B—Kt3 R—KB1

30 P—Kt3 ✓ Kt—Kt3

Kt—Q3 was stronger.

31 Kt—Kt5 Q—Q2

Position after Black's 31st move.



8 32 Kt—Q6

The Knight has no means of

getting away again, so that Charousek showed great confidence in making this move.

B—B₃

33 P—R₄

Now the disadvantage of Black's P—KKt₃ is obvious. But there were fair drawing prospects, had Tchigorin continued 33..Kt—B₁ and exchanged Knights.

P—R₅?

34 P—R₅ RP×P

35 R×R 15 Kt×R

36 P×P P×P

37 Q×P ch Q—Kt₂

38 Q×P ch K—R₂

39 R—K₁! Q—Q₂

If 39..P—Kt₇, 40 Q—R₃ ch is immediately fatal.

40 Q—K₃ R—B₃

41 Q—Kt₅ R—K₃

42 Q—R₄ ch R—R₃

43 Q—Kt₅

No doubt the last two moves of White were due to the influence of the clock.

R—K₃

44 R×R Q×R

45 B—K₅ Q—Kt₃

46 Q—R₄ ch Q—R₃

47 Q—K₇ ch Resigns.

There is a mate in three:—

47..K—Kt₃..48 Q—B₇ ch,

K—Kt₄; 49 Q—B₅ ch, K—

R₅; 50 P—Kt₃ mate.

SECTION V

THE COLOGNE CONGRESS

August 1898

IN addition to the games which follow, Charousek played games *v.* Schiffers, August 2 (won); *v.* Showalter, August 5 (won); *v.* Steinitz, August 6 (lost); *v.* Cohn, August 9 (drawn); *v.* Gottschall, August 12 (drawn); *v.* Burn, August 16 (drawn); and *v.* Fritz, August 19 (won).

The prize-list was: I., A. Burn (11½); II., III., and IV., R. Charousek, W. Cohn, and M. Tchigorin (10½); V., W. Steinitz (9½); VI. and VII., C. Schlechter and J. W. Showalter (9); VIII., J. Berger (8); IX., D. Janowski (7½).

GAME 50

Cologne, August 1, 1898

BISHOP'S OPENING

White : Black :

CHAROUSEK SCHALLOPP

1 P—K ₄	P—K ₄
2 B—B ₄	Kt—KB ₃
3 P—Q ₃	B—B ₄
4 Kt—QB ₃	P—Q ₃
5 B—K ₃	B×B

This exchange is seldom good when one's opponent is the better player.

6 P×B	P—B ₃
7 Q—K ₂	Castles
8 Kt—B ₃	P—QKt ₄

Checking any aspirations

which White might have towards castling on the Q side.

9 B—Kt ₃	P—QR ₄
10 P—QR ₄	P—Kt ₅
11 Kt—QKt ₁	QKt—Q ₂
12 QKt—Q ₂	Kt—B ₄
13 Castles KR	Kt×B
14 Kt×Kt	B—R ₃

14.. B—K₃ was much better.

15 Q—K ₁	Kt—K ₁
---------------------	-------------------

15.. Q—Kt₃ would have kept up the attack on the centre Pawns.

16 Q—Kt ₃	P—Kt ₃
17 R—B ₂	Kt—Kt ₂
18 QR—KB ₁	P—KB ₄

Either too late—or else premature! The advance leads to loss of the Pawn.

19 Kt—R ₄	P—B ₅
----------------------	------------------

Alapin suggests 19..Kt—R4;
20 Q—R3, P—B5; 21 P—
KKt3 (best), B—B1; 22 Q—
Kt2, B—K3.

20 P×P P×P

If now 20..Kt—R4, 21 P×P,
Kt×Q; 22 R×R ch, Q×R;
22 R×Q ch, R×R; 23 P×
Kt, and White has more than
enough compensation for the
Exchange.

21 R×P R×R
22 Q×R Q—B2?

22..P—Kt4 is met by 23 Q—
B7 ch. But 22..Q—Q2 is
much better.

*Position after Black's 22nd
move.*



23 Kt—QB5! Kt—R4

If 23..P—Kt4, 24 Q×KtP,
P×Kt; 25 Kt—B5, Q—Q2;
26 Kt—R6 ch, K—R1; 27
R—B7, Q—Q5 ch; 28 K—
R1, Q×KtP; 29 P—R3,
and, in face of the threats

Q—B4 and (when Black's
Queen leaves the diagonal)
Q—K5, Black is helpless.

24 Kt×B Q—Kt3 ch
25 Q—B2 Q×Q ch
26 K×Q

Getting the King into the
centre as soon as possible.

R×Kt
27 K—K3 K—Kt2
28 Kt—B3 Kt—B3
29 Kt—Kt5 P—R3

29..R—R1 was the only
move to prolong the game.

30 Kt—K6 ch K—B2
31 Kt—B5! P×Kt

All is over anyhow. If 31..
R—R1 or 2, 32 P—K5, P×
P; 33 Kt—K4, &c.

32 P—K5 K—K3
33 R×Kt ch K×P
34 R×KtP Resigns.

GAME 51

Cologne, August 3, 1898

X GIUOCO PIANO

White: Black:

CHAROUSEK SCHLECHTER

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—Q3 Kt—B3
5 Kt—B3 P—Q3
6 B—Kt5 P—KR3
7 B—K3 B×B

Up to this the game is the same (with a transposition) as Charousek-Janowski, 57 below. Janowski played the superior 7. .B—Kt3.

- | | |
|------------|---------|
| 8 P×B | Kt—QR4 |
| 9 B—Kt3 | Kt×B |
| 10 RP×Kt | Castles |
| 11 Castles | Kt—R2 |
| 12 Q—K1 | P—KB4 |
| 13 P×P | B×P |
| 14 Q—R4 | P—R3 |

Black would have done better to accept White's offer of exchange of Queens, which was doubtful policy.

- | | |
|------------|--------|
| 15 Q—B4 ch | K—R1 |
| 16 Q—QKt4 | R—QKt1 |
| 17 R—B2 | Kt—Kt4 |
| 18 Kt×Kt | Q×Kt |
| 19 QR—KB1 | R—B2 |

If 19. .Q×KP?, then 20 Kt—Q5, Q—R2; 21 P—Q4, or 20. .Q—Kt4; 21 P—R4

20 Kt—Q1

If 20 P—K4, B—R6! It is necessary first to enable the Queen to return to the defence.

- | | |
|---------|-------|
| | Q—Kt3 |
| 21 P—K4 | B—R6 |
| 22 Q—Q2 | R×R |
| 23 Q×R | Q—Kt4 |
| 24 K—R1 | B—K3 |
| 25 Q—R7 | |

This has the effect of forcing Black to exchange Bishop for

Knight if he wishes to dislodge White's Queen; for after 26. .Q—QB1 White is able to threaten 28 Kt—K7.

- | | |
|----------|-------|
| | Q—Q1 |
| 26 Kt—K3 | Q—QB1 |
| 27 Kt—B5 | B×Kt |
| 28 R×B | K—Kt1 |

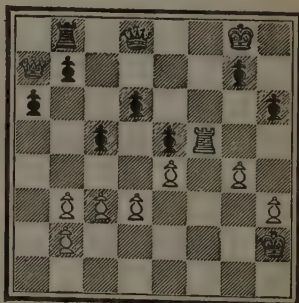
And now Black cannot shut in the Queen by P—QKt3, because of 29 R—B7.

- | | |
|---------|------|
| 29 Q—B2 | Q—Q2 |
| 30 P—R3 | Q—K2 |
| 31 Q—R7 | |

Otherwise Black might play 31. .R—KB1

- | | |
|-----------|------|
| | Q—Q1 |
| 32 P—KKt4 | P—B4 |
| 33 K—R2 | |

Position after White's 33rd move.



Abandoned as a draw. White cannot extricate his Queen without expense on the Q side

while Black cannot leave the hostile Queen where she is and turn his attention elsewhere.

GAME 52

Cologne, August 4, 1898

RUY LOPEZ

White :

Black :

ALBIN

CHAROUSEK

- | | |
|----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—Kt5 | P—QR3 |
| 4 B—R4 | Kt—B3 |
| 5 Q—K2 | |

A rarely played variation, to which 5..P—QKt4; 6 B—Kt3, B—B4 is the most usual answer. The line adopted by Charousek here was followed by Rotlevi against Aljechin at Carlsbad, 1911.

- | | |
|---------|--------|
| | B—K2 |
| 6 P—B3 | P—QKt4 |
| 7 B—Kt3 | |

Aljechin played 7 B—B2

- | | |
|---------|------|
| | P—Q3 |
| 8 P—QR4 | B—Q2 |
| 9 P—R5 | |

This is not good. Nor is 9 P×P, P×P; 10 R×R, Q×R; 11 Q×P—the last

move losing because of 11..Kt—Q5! White's best is 9 P—Q4.

Castles

- | | |
|---------|-------|
| 10 P—Q4 | B—Kt5 |
|---------|-------|

Threatening 11..P—Q4 and therefore forcing White's reply.

- | | |
|----------|--------|
| 11 P—Q5 | Kt—Kt1 |
| 12 P—R3 | B—R4 |
| 13 P—Kt4 | B—Kt3 |
| 14 B—B2 | P—B3 |

Again forcing White's reply, and compelling him choose between sacrificing a Pawn (which he rightly does) and, by 16 P—Kt4, giving himself a hopeless Pawn-position.

- | | |
|----------|-------|
| 15 P×P | QKt×P |
| 16 Kt—R4 | B×P |
| 17 B×B | Kt×B |
| 18 Q×Kt | P—Q4 |
| 19 Q—Kt2 | B×Kt |
| 20 P—Kt5 | P—K5! |

So as to be able to meet 21 Q—Kt4 with Kt—K4.

- | | |
|----------|------|
| 21 B—B4 | P—B3 |
| 22 P—Kt6 | |

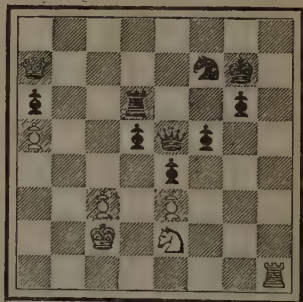
The ingenious Roumanian plays with his accustomed dash.

- | | |
|------------|-------|
| | Kt—K4 |
| 23 P×P ch | K—R1 |
| 24 Castles | B—Kt4 |

25 B—K3 Kt—B6 ch!
 29 K—R1 R—B2
 27 R—Q1 B×B
 28 P×B P—Kt3
 29 Kt—Q2 Kt—Kt4
 30 Q—Kt3 R×P
 31 K—Kt2 R×P
 32 R—R1 R×R
 33 R×R ch K—Kt2
 34 Kt—Kt3 R—B1
 35 Q—R4 Q—Q2
 36 Kt—Q4 R—KKt1
 37 Q—B4 Kt—B2
 38 Q—B7

46 K—Q2 Q—K4
 47 K—B2 P×P
 48 P×P

Position after White's 48th move.



P—Q5!

Though sensational in appearance, this move has as much solid value as any at White's command. It is not a mere 'twopenny trap,' in the language of the old school.

This brings matters to a conclusion.

R—Q1
 39 Q—Kt6

49 KP×P Q—Q4

Not 39 Q×Q, R×Q; 40 Kt—K6 ch, K—Kt1; 41 R—Q1, Kt—K4!; 42 Kt—B4, P—Kt4; 43 Kt×P, K—B2! (*Deutsche Schachzeitung*).

He cannot yet take the RP, the threat of R—R7 ch being still on.

Q—Kt5 ch
 40 K—B2 R—Q3
 41 Q—B7 Q—Q2

50 K—B1 Q—R7
 51 Q—Kt7 P—K6
 52 Q—Kt2 Q×P
 53 Q—Kt3 R—KB3

Stopping the threat 43 R—R7 ch!

Charousek gives his opponent no chance of 53..R—Kt3; 54 R—R7 ch, K×R; 55 Q×Kt ch, K—R3; 56 Q—B8 ch, prolonging the game considerably.

42 Q—Kt8 P—B4
 43 K—K1 Q—Q1
 44 Q—R7 Q—B3
 45 Kt—K2 P—Kt5!

54 R—B1 R—Kt3

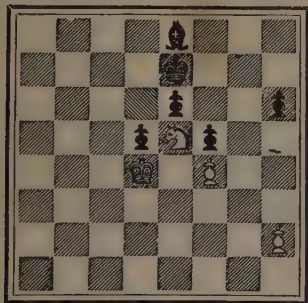
White resigns.

GAME 53

Cologne, August 8, 1898

White : Black :

CHAROUSEK TCHIGORIN



The game was adjourned in this position, Charousek sealing the move K—B5. The result was a draw, Black being unable to accomplish anything with his two extra Pawns.

GAME 54

Cologne, August 10, 1898

CARO-KANN DEFENCE

White : Black :

CHAROUSEK VON POPIEL

1 P—K4 P—QB3

2 P—Q4 P—Q4

3 Kt—QB3 P×P

4 Kt×P B—B4

This is an old continuation, now generally abandoned in favour of Kt—B3.

5 Kt—Kt3 B—Kt3

6 Kt—B3 P—K3

7 P—KR4 P—KR3

8 B—Q3 B×B

9 Q×B Kt—Q2

10 B—B4 KKt—B3

11 Castles QR Q—R4

12 K—Kt1 Castles

13 Kt—B1

White's superiority in development must be considerable if he can afford to spend two moves in bringing this Knight over to the Q side.

B—K2

9 14 Kt(B1)—Q2 Kt—B4

Kt—Q4—B5 is the natural line. Von Popiel embarks, instead, on a very elaborate combination, which Charousek demolishes in his most elegant and logical manner.

15 Q—K2 Kt—Q4

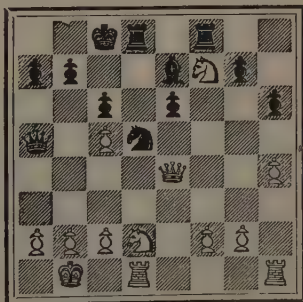
16 P×Kt Kt×B

17 Q—K4 Kt—Q4

18 Kt—K5 KR—B1

19 Kt×KBP

Position after White's 19th move.



B—B3

Not, of course, R×Kt because of 20 Q×P ch. The text-move is the key of Black's combination; he cannot have seen the full force of White's reply.

20 Kt—B4! Kt—B6 ch
21 P×Kt Q×P(B6)
22 Kt(B7)—K5 R—Q4

If 22..Q—Kt5 ch, 23 K—B1, Q×P (not B×Kt, because of 24 Kt—Q6 ch); 24 Kt—KKt6, KR—K1; 25 R×R ch, R×R; 26 Q×KP ch, and all is over.

23 R×R BP×R
24 Q—B3! Q—Kt5 ch
25 Kt—Kt2 Q×Kt ch
26 K×Q B×Kt ch
27 K—Kt3 R×Q
28 P×R B—Q5

The end of Black's combination is that he is the Exchange down; and he cannot even venture to pick up a Pawn with his Bishop, for fear of letting White's Rook into his defences.

29 R—KKt1 K—Q2
30 P—B3 B—B3
31 P—R5 K—B3
32 P—KB4

Now White must lose a Pawn; but he has the win well in hand. His method is admirable.

33 R—K1 K×P
K—Q3

34 K—B2 P—QKt3
35 K—Q3 P—R4
36 P—R4 K—Q2
37 P—B3 K—Q3
38 R—QKt1 K—B2
39 P—B4 K—B3
40 R—Kt5 B—K2
41 P—KB5 P×P ch
42 K×P P×P
43 R×BP B—B3
44 P—B4 K—Q3
45 R—QKt5 K—B3
46 P—B5 B—Kt4
47 R—K5 B—B3
48 R—K6 ch K—B2
49 K—Kt5 B—Q5
50 R—B6 ch K—Q2

If 50..K—Kt2 White can make the same reply as in the actual game, and wherever the Bishop goes, he can be cut off from Q5 next move.

E.g., 51 R—B4, B—Kt7; 52 R—K4, B—B3; 53 R—K6, B—Q5; 54 R—Q6, &c.

51 R—B4 B—B4
52 R—KKt4 K—K2
53 R×P ch K—B3
54 R—Kt6 ch K×P
55 R×RP Resigns.

GAME 55

Cologne, August 15, 1898

VIENNA GAME

White :	Black :
CHAROUSEK	HEINRICHSEN
1 P—K4	P—K4
2 Kt—QB3	Kt—QB3

3 B—B₄ Kt—B₃
4 P—Q₃ B—Kt₅

This is considered Black's best defence.

5 Kt—K₂ P—Q₄
6 P×P Kt×P
7 Castles B—K₃

The alternative is 7..Kt×Kt; 8 P×Kt, B—K₂, which seems better, because Black has to play B—K₂ anyhow, with a difficult game.

8 Kt—K₄ B—K₂
9 B—Kt₃

Otherwise Black would gain a considerable advantage by P—B₄.

Kt—Q₅

The *Deutsche Schachzeitung*, Oct. 1898, suggests instead 9..P—B₄; 10 QKt—B₃, Kt×Kt; 11 Kt×Kt, B×B; 12 RP×B, Castles.

10 Kt×Kt P×Kt
11 Q—R₅ Castles
12 Kt—Kt₅ B×Kt

A better course was 12..Kt—B₃; 13 Kt×B, Kt×Q; 14 Kt×Q, QR×Kt, when White's Bishops would not have had so much influence on the game.

13 B×B Q—Q₂
13..P—KB₃, making room

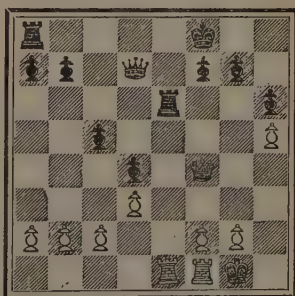
for the Bishop at B₂, was stronger.

14 Q—R₄ P—QB₄
15 QR—K₁ KR—K₁
16 Q—Kt₃ B—B₄

Not 16..Kt—B₂; 17 B—B₆, P—KKt₃; 18 Q—B₄, when White must win.

17 P—KR₄ K—B₁
18 P—R₅ P—KR₃
19 B—KB₄ Kt×B
20 Q×Kt B—K₃
21 B×B R×B

Position after Black's 21st move.



22 Q—B₅!

The importance of this move soon becomes apparent. A superficial inspection might lead one to put the game down as a draw after White's two Bishops disappear.

R—B₁
23 R—K₄ K—Kt₁
24 KR—K₁ R—K₂

If 24..R×R; 25 Q×Q, R×R ch; 26 K—R2, White wins through the weakness of Black's Pawns.

25 Q×Q R×Q
26 R—K8 ch R×R
27 R×R ch K—R2
28 K—R2 P—KKt3
29 K—Kt3 K—Kt2

Not 29..P×P, because 30 R—K5 wins back the Pawn, and Black's K side is broken up.

30 K—B4 K—B3
31 R—K5 P—Kt3
32 K—K4 R—Q3

Now if 32..P×P, 33 R×P, R—K2 ch; 34 K—B3, and again Black's K side position is against him.

33 P—KB4 R—K3

This hastens the end. After 33..P—KKt4; 34 R—K8, White wins, but less quickly.

34 P×P P×P
35 K—Q5 R×R ch
36 P×R ch K—K2
37 P—QKt4! Resigns.

If 37..P×P, 38 K×P, followed by K—K4 and P—Q4. And if 37..P—KR4, 38 P×P, and after winning the QP White goes back to stop Black's K side Pawns.

GAME 56

Cologne, August 17, 1898

FALKBEER COUNTER GAMBIT

White : Black :
CHAROUSEK BERGER

1 P—K4 P—K4
2 P—KB4 P—Q4
3 KP×P P—K5
4 P—Q3 Kt—KB3

See Game 18.

5 Q—K2 Q×P
6 Kt—Q2

As played by Charousek in Game 30. Better is 6 Kt—QB3, as in Game 43.

B—KB4
7 P×P B×P
8 P—KKt4 Q—K3

For 8..B—K2! see Game 30. Berger, in a note to the present game, gives as doubtful 8..Kt—B3; 9 B—Kt2, Castles; 10 Kt×B, R—K1; 11 P—B4, while 10..Kt—Q5; 11 Kt×Kt, Q—R4 ch is too complicated.

9 P—B5 Q—K2
10 Kt×B Q×Kt
11 Q×Q ch Kt×Q
12 B—Kt2 Kt—Q3
13 B—B4 Kt—Q2
14 Castles

If 14 B×Kt, B×B; 15 B×P, R—QKt1; 16 B—Q5,

TWO KNIGHTS' DEFENCE (GIUOCO PIANO) 101

B—K4, with advantage to Black.

GAME 57

Cologne, August 18, 1898

TWO KNIGHTS' DEFENCE

(GIUOCO PIANO)

Castles
15 Kt—B3 P—KR4
16 Kt—Kt5 P—KB3
17 Kt—K6

If 17 B×Kt, says Berger, P×Kt; 18 B×B, KR×B; 19 P×P, P—Kt5.

R—K1
18 P—KR3 Kt—K4
19 B×Kt P×B
20 KR—K1 P×P
21 P×P R—R5
22 B—B3

A better move seems to be 22 R×P, and if R×P, 23 B—R3.

P—KKt3
23 Kt×B

Now if 23 R×P, P×P; 24 P×P, B—R3 ch; 25 K—Kt1, Kt×P, and White's advantage has gone.

R×Kt
24 P×P?

A blunder. 24 R—R1 would have been an embarrassing move for Black to meet.

R×B

White resigns.

If 25 P—Kt7, R×P; 26 R—Kt1, R (B6)—KKt6. The last move is apparently what Charousek overlooked.

White : Black :
CHAROUSEK JANOWSKI

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 Kt—B3
4 P—Q3

Compare Games 4 and 6, which diverged from this game with 5 P—B3.

B—B4
5 Kt—B3 P—Q3
6 B—KKt5 P—KR3
7 B—K3 B—Kt3

See Game 51 for 7 B×B.

8 Q—Q2 B—Kt5
9 Castles QR B—QR4

Threatening 10..QB×Kt; 11 P×B, Kt—Q5, which White accordingly has to prevent.

10 Q—K2 Q—Q2
11 Kt—Q5 Kt×Kt
12 B×Kt Kt—K2
13 B—Kt3 P—QB4
14 P—B3 B—K3
15 Kt—Q2 P—QKt4
16 P—KB4 B—Kt3
17 B×B Q×B
18 K—Kt1 P×P
19 B×KBP Castles KR

20 P—KKt4 P—QR4
 21 P—Kt5 P—R4
 22 P—B4

29 Q—B3 Kt—B5
 30 K×P Q—Q2
 31 Q—Kt3 Q—R6

If 22 Q×P, P—B5!

— P—QR5
 23 KR—K1! P—R6
 24 BP×P P×P
 25 Kt—B4 B—R4

But for White's 23rd move, Black could now have played 25..P—Q4, winning. As it is, he pays dearly for the exchange.

26 B×P B×R
 27 Q×B KR—Q1
 28 B×P Kt—Kt3

With 28..KR×P; 29 R×R, Q×Kt; 30 R—QR3, R×R; 31 B×R, Q—Q6 ch; 32 K×P, Q×P ch, Black had drawing chances.

If Kt×P, 32 R×Kt, Q×R;
 33 Q×Q, R×Q; 34 P—QKt6.

32 B—Q6 Kt—K3
 33 Q—Kt4 Kt—Q5
 34 P—QKt6 Kt—B3
 35 Q—B5 Q—Q2
 36 P—Kt6 P×P
 37 B—B7 R—KB1
 38 Q—Q5 ch Q×Q
 39 P×Q Kt—Q1
 40 K—Kt3 Kt—Kt2
 41 P—QR4 R—B4
 42 B—K5 K—B1
 43 K—Kt4 K—K2
 44 R—QR1 KR—B1
 45 R—KKt1 K—B2
 46 R—B1 ch K—K2
 47 R×R R×R
 48 P—R5 Resigns.

PART II

MATCH GAMES

As has been stated in the biographical introduction, we only have (at present) certain knowledge of three matches in which Charousek took part: (1) a match *v.* Professor G. Exner at Budapest in 1896; (2) a match *v.* Geza Maroczy at Budapest in 1897; and (3) the quadrangular contest, practically a small four-round tournament, also at Budapest, December 1897—January 1898, in which he met Maroczy, Exner, and A. Havasi. But there are a number of games which cannot be referred to any of these matches, yet have been published as 'match-games,' notably in *The Field* chess column under the editorship of the late Leopold Hoffer. From these it would appear that Charousek engaged in an earlier match with Maroczy, and also in one or more against the Hungarian master Gyula Makovetz. Even without the authority of Hoffer (who had Charousek's manuscript record of his games to draw upon) such matches would be probable, though they may not have been of a formal character. In time, perhaps, we shall be able to discover the facts.

It must be noted that we have not many games from the known matches; for there were ten with Exner in 1896, fourteen with Maroczy in 1897, and twelve (four against each of the other players) in the quadrangular match. Nor have we many, even including the extra match-games referred to above. The first six games in Part IV, however, and possibly some others in the same section of the book, may be match-games.

GAME 58

*Budapest, 1895*QUEEN'S PAWN GAME
(KING'S FIANCHETTO
DEFENCE)

X White: Black :
MAROCZY CHAROUSEK
1 P—Q4 P—KKt3
2 P—K4 P—Q3

Pillsbury once said of this that it is 'perhaps the least objectionable of the Fianchetto openings,' with which faint praise we may leave it damned. Mason tried it against Marco at Hastings, 1895, though in that game White's first two moves were reversed. The combination of the two moves is the 'Indian Defence,' properly styled, having been a favourite with John Cochrane's celebrated Indian opponent, Moheschunder. See, for instance, a game in the *City of London Chess Magazine*, March 1874, p. 39.

3 P—KB4

P—QB3 at once is more usual.

B—Kt2
4 Kt—KB3 Kt—Q2
5 B—Q3 P—K4 ✓
6 P—B3 KKt—B3
7 BP×P P×P 3
8 P×P Kt—B4

Black would appear to have hoped, when he made his 6th move, that White would now play 9 P×Kt. But Maroczy finds a better line.

9 B—Kt5 ch KKt—Q2
10 B—Kt5 P—B3
11 P×P B×P
12 B×B Q×B
13 Q—B2 Q—Kt3
14 Kt—R3 P—QR3
15 B—B4 Kt—B3
16 Castles QR B—Q2
17 Kt—K5 B—K3

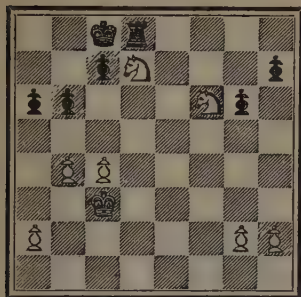
The defence is admirable, in a very difficult position.

18 P—QKt4 QKt×P
19 KR—K1 R—Q1
20 R×R ch K×R
21 R×Kt Kt×R
22 Q×Kt Q—Kt8 ch
23 K—Kt2 Q—B7 ch
24 Kt—B2 B×B
25 Q×B K—B1
26 Q—K6 ch K—Kt1
27 Kt—Q7 ch K—R1
28 Q—Q5 Q—B4
29 Kt—K3 Q×Q

As he could not legitimately hope for a win, Black might as well have played 29.. Q—KB7 ch.

30 Kt×Q R—Q1
31 Kt(Q5)—B6 P—Kt3
32 P—B4 K—Kt2
33 K—B3 K—B1

Position after Black's 33rd move.



34 K—Q4

Beautifully calculated — White gives up the two Knights for the Rook, to win by virtue of the opposition.

35 Kt×R R×Kt ch
36 K—Q5 K×Kt
P—QR4

If 36..P—B3 ch ; 37 K—K5, K—K2 ; 38 P—QR4, Black has ultimately to lose the opposition again.

37 P×P P×P

And now 37..P—B3 ch ; 38 K—K5, P×P ; 39 P—B5, K—K2 ; 40 P—QR4, leads to the same result.

38 K—B5 P—B3
39 K—Kt6 K—Q3
40 P—B5 ch Resigns.

For if K—Q4, 41 P—QR4,

and once more Black's moves will be exhausted.

White took 2 h. 20 m., Black 1 h. 20 m.

GAME 59

Budapest, 1895

EVANS GAMBIT

White :

Black :

MAROCZY

CHAROUSEK

- | | |
|-----------|---------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 P—QKt4 | B×P |
| 5 P—B3 | B—R4 |
| 6 P—Q4 | P×P |
| 7 Castles | B—Kt3 |
| 8 P×P | P—Q3 |
| 9 P—Q5 | Kt—R4 |
| 10 B—Kt2 | Kt—K2 |
| 11 B—Q3 | Castles |
| 12 Kt—B3 | Kt—Kt3 |
| 13 Kt—K2 | P—QB4 |
| 14 R—B1 | P—B3 |
| 15 Q—Q2 | R—Kt1 |

The variation is an old and well-known one, in which the balance of advantage is with White. Here it is more usual to play B—B2 at once, after which Black may, if he likes, proceed with P—QR3 and P—Kt4.

- | | |
|------------|-------|
| 16 Kt—Kt3 | B—B2 |
| 17 Kt—B5 | P—Kt4 |
| 18 K—R1 | P—B5 |
| 19 B—Kt1 ? | |

He should have played B—K2, to prevent Black's powerful P—Kt5.

	P—Kt5
20 B—Q4	B—R3
21 KR—K1	P—B6
22 Q—Q1	Kt—QB5

Black has now very much the better of the game. If 23 B×RP, Kt—Kt7; 24 Q—Kt3, R—R1; 25 B—Q4, B—B5; 26 Q—B2, Kt—Q6, winning the Exchange (Hoffer).

23 KKt—R4	Kt×Kt
24 Kt×Kt	B—Kt3
25 Kt—B5	B—B1
26 P—Kt4	B×Kt
27 KtP×B	Kt—Q7
28 B—K3	B×B
29 R×B	Kt×B
30 R×Kt	Q—B2
31 Q—B2	Q—B5
32 R—KKt3	KR—B1
33 P—KR4	P—QR4
34 P—B3	Q—Q5
35 QR—Kt1	R—Kt2
36 Q—KKt2	KR—B2

After this White is forced to return to the defence and stop P—B7.

37 Q—QB2	Q—B5
38 P—R5	P—R3
39 R—Kt6	Q—B4!
40 R×BP	

This loses; but White has no resource against the threat of P—R5 and P—Kt6.

	Q×R ch
41 K×Q	P×R
42 P—K5	QP×P
43 P—Q6	R—Kt2 ch
44 K—B2	QR—Q2
45 Q—Q3	K—R2
46 Q—Q5	P—R5
47 Q—B6	R—R2
48 K—K3	P—Kt6
49 P×P	P—R6
50 Q×P	P—R7
51 Q—R1	K—R1
52 K—B2	KR—Q2
53 P—B4	R×P
54 P×P	R—Q8
55 Q×R	P—R8(Q)
56 Q—Q8 ch	K—R2
57 Q×P	R—R7 ch

White resigns.

GAME 60

Budapest, 1895

HUNGARIAN DEFENCE

White : **Black :**

CHAROUSEK MAROCZY

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—K2
4 P—B3	

In a game against Makovetz, of which the first 20 moves only are given in *C.C.*, 128, col. 2, Charousek played the stronger 4 P—Q4. Here he

develops on Giuoco Piano (or Pianissimo) lines.

22 P—R₅ P—R₃
23 K—B₁

5 P—Q₃ Kt—B₃
6 B—Kt₃ P—Q₃

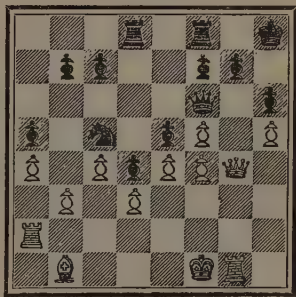
Removing the King out of the way of possible diagonal checks.

As he has not played P—Q₄, he has now to guard against Kt—QR₄ if he wishes to preserve the Bishop.

	Castles
7 P—KR ₃	P—Q ₄
8 Q—K ₂	Q—Q ₃
9 QKt—Q ₂	B—K ₃
10 B—B ₂	QR—Q ₁
11 Kt—B ₁	KR—K ₁
12 P—KKt ₄	Kt—Q ₂
13 Kt—Kt ₃	P—Q ₅
14 P—B ₄	Kt—Kt ₃
15 P—Kt ₃	P—QR ₄
16 P—QR ₄	Kt—Kt ₅
17 B—Kt ₁	Kt—Q ₂
18 Kt—B ₅	B×Kt

24 Kt—R₂ Q—Q₃
25 Kt—Kt₄ Kt—Q₂
26 B—R₃ Kt—KB₃
27 Q×Kt Kt×Kt
28 R—Kt₁ Q—KB₃
29 B×B Kt—R₃
30 R—R₂ R×B
31 P—B₄ K—R₁
Kt—B₄

Position after Black's 31st move.



Black plays boldly in opening the KKt's file; but he has plenty of force available for the defence.

19 KtP×B Kt—B₄
20 Q—Q₁

If he protects the KtP with B—B₂, Black may continue 20..Kt(Kt₅)×P ch; 21 B×Kt, Kt×KtP, with a prospect of a third Pawn for his piece.

32 R—KB₂! R—KKt₁

If Kt×KtP, 33 P×P, Q×KP; 34 B—B₂, Kt—B₄; 35 P—B₆, R—KKt₁; 36 R—B₅, with a winning attack. Maroczy, however, avoids this and defends himself excellently.

21 P—R₄ B—B₁
Q—QKt₃

33 B—B₂ R—Q₃
34 Q—Kt₃ Kt—Q₂

35 Q—R2

P×P

36 Q×P

Q—K4

37 Q×Q

Kt×Q

White could not well refuse the exchange of Queens; but after it the open file is of little use to him, and he has to change his tactics.

38 K—K2

R—QKt3

39 R(B2)—Kt2

P—KB3

40 R—QR1

R—Kt5

41 R(Kt2)—Kt1

P—B3

42 R(Kt1)—QB1

R—R1

43 K—Q2

Kt—Kt5

44 R—QR1

Kt—K4

Though the Knight could not have been dislodged from K6, yet it could have exercised but little influence there, and had no means of retreat.

45 R(Kt1)—QB1 Kt—B6 ch

46 K—K2

Kt—K4

47 K—Q2

K—Kt1

48 B—Q1

K—B1

49 R—R2

K—K2

50 K—B2

P—QKt4

51 BP×P

P×P

52 K—Q2

P×P

53 R×P

R×R

54 P×R

K—Q3

55 R—Kt1

Kt—B3

56 R—Kt7

R—R2

57 R—Kt5

K—B2

58 B—Kt3

R—Kt2

Drawn.

GAME 81

Budapest, 1895

QUEEN'S GAMBIT
DECLINED

White :

Black :

MAROCZY

CHAROUSEK

1 P—Q4

P—Q4

2 P—QB4

P—K3

3 Kt—QB3

Kt—KB3

4 B—Kt5

QKt—Q2

5 Kt—B3

B—K2

6 P—K3

Castles

7 R—B1

P—B3

The logical reply to White's last move.

8 B—Q3

P×P

The same remark applies again.

9 B×P

P—QKt4

But this cannot be good, with the QBP left weak, the opportunity for developing B to Kt2 not being sufficient compensation. Showalter played the same move in a match-game against Pillsbury. 9.. Kt—Q4, as in Steinitz-Lasker, 18th match-game, 1894, keeps the position quite level.

10 B—Q3

B—Kt2

Showalter, in the game mentioned above, played 10.. P—QR3, and then (after 10 Castles) P—B4, getting rid

of the Pawn weakness before playing B—Kt2. But Pillsbury might have adopted Maroczy's plan of B×Kt and Kt—K4 to prevent that.

- | | | |
|----|---------|-------|
| 11 | Castles | P—QR3 |
| 12 | B×Kt | Kt×B |
| 13 | Kt—K4 | Kt—Q2 |
| 14 | Q—Kt3 | R—B1 |
| 15 | KR—Q1 | P—QB4 |

Losing the Pawn ; but Black has anyhow a bad game.

- | | | |
|----|-----|------|
| 16 | P×P | Q—B2 |
|----|-----|------|

Of course he cannot recapture at once. Nor yet can he play 16..B×Kt ; 17 B×B, B×P, because of 18 Kt—K5.

- | | | |
|----|--------|------|
| 17 | Q—R3 ! | P—B4 |
|----|--------|------|

Not Kt or B×P, because of 18 P—QKt4.

- | | | |
|----|---------|---------|
| 18 | QKt—Q2 | P—K4 |
| 19 | B—B1 | B—QB3 |
| 20 | P—QKt4 | P—QR4 |
| 21 | Q×P | Q×Q |
| 22 | P×Q | P—K5 |
| 23 | Kt—Q4 | Kt×P |
| 24 | Kt×B | R×Kt |
| 25 | B×P | QR—B1 |
| 26 | Kt—Kt3 | P—Kt3 |
| 27 | Kt—Q4 | Kt—Q6 |
| 28 | B—B4 ch | K—R1 |
| 29 | B×Kt | P×B |
| 30 | K—B1 | R×R |
| 31 | R×R | B—Kt5 |
| 32 | R—Q1 | P—Q7 |
| 33 | Kt—B6 | B—B6 |
| 34 | P—R6 | Resigns |

White can now play P—R7, followed by the entry of the King into the game, winning speedily.

GAME 62

Budapest, 1895

FRENCH DEFENCE

White : **Black :**

CHAROUSEK MAROCZY

- | | | |
|---|--------|--------|
| 1 | P—K4 | P—K3 |
| 2 | P—Q4 | P—Q4 |
| 3 | Kt—QB3 | Kt—KB3 |
| 4 | B—KKt5 | B—K2 |
| 5 | P—K5 | KKt—Q2 |
| 6 | B×B | Q×B |
| 7 | Kt—Kt5 | Q—Q1 |

This move, Kt—Kt3, and Kt—B1 have all been called the best move by various masters ; and Alapin has even made the same claim for 7..K—Q1.

- | | | |
|----|--------|---------|
| 8 | P—QB3 | P—QR3 |
| 9 | Kt—QR3 | P—QB4 |
| 10 | Kt—B2 | Kt—QB3 |
| 11 | P—KB4 | Castles |
| 12 | Kt—B3 | P—QKt4 |

P—B3 seems best here. White's next move stops that manœuvre, for 13..P—B3 would be answered by 14 P—B5 ! After White's Kt—K3, in fact, Black is practically forced to advance

the KBP two squares, thus cutting his KKt off from action on the K side.

- 13 Kt—K3 P—B4
 14 B—Q3 Q—K2
 15 Castles Kt—Kt3
 16 P—KKt4

Now White has a big majority of pieces on his right wing and attacks vigorously.

- 17 KtP×P P—Kt3
 18 K—R1 KtP×P
 19 P×P P×P
 20 R—KKt1 K—R1
 21 Q—K2 Kt—B5
 22 P—Kt3 B—Kt2
 R—KKt1 ! ?

Position after Black's 22nd move.



23 Kt—B2

If 23 P×Kt, QP×P wins. 23 Kt—Kt2, however, is sounder than the text-move, Black having then no option but to retire his Knight and forgo his sacrifice, with loss

of time. Charousek prefers an ingenious counter-sacrifice, which, like his opponent's combination, has a flaw.

- Kt—Kt7
 24 B×BP P×B
 25 Kt—K3 Kt—B5
 26 P×Kt

If 26 Kt×QP, Kt×QP, and Black wins. 26 Kt×BP is more difficult to meet. But after Q—K3; 27 P×Kt, Q×Kt; 28 P×P, Kt×QP; 29 Kt×Kt, B×P ch, how is White to save the situation?

Kt×QP !

The move which spoils the game for White, though it will be seen that he need not have lost.

- 27 Kt×Kt P×P dis. ch
 28 Kt—B3 Q—R5
 29 P—K6 Q—B3

He must prevent Q—Kt2 ch.

30 Kt—Kt2

30 Kt×KBP might have been played, as Black cannot recapture. The reply, however, is 30..P—B6, and if 31 Kt—Kt3, Q×BP.

- QR—K1
 31 Kt—Kt5 P—R3
 32 Kt—B7 ch K—R2
 33 QR—K1 R×Kt
 34 R×R R—KKt1
 35 Kt—Kt5 ch P×Kt

36 P—K7 B×R ch
 37 Q×B R—K1
 38 P×P Q—Q3
 39 Q—R3 ch K—Kt2
 40 Q×P
 40 Q—R5 (and if R×P,
 41 Q—R6 ch, Q×Q; 42
 R×R ch and wins) is upset
 by the fact that Black can
 check.

R×P
 41 R—KB1 R—Q2
 42 R—B3 Q—K2
 43 P—KR4 R—Q7
 44 Q—B4 R—Q6
 45 R—B2
 If 45 R×R, Q—K8 ch; 46
 K—Kt2, Q—K7 ch; 47 Q—
 B2, Q×R, and a draw is
 unavoidable. White plays to
 win.

Q—Kt2 ch
 46 K—R2 Q—K2
 47 P—R5 Q—Q3
 48 Q×Q R×Q

Now Black wins the end game through the superior position of his King.

49 K—Kt3 P—B6
 50 K—Kt4 R—QB3
 51 P—R6 ch K—Kt3
 52 R—R2 P—B7
 53 P—R7 R—B5 ch
 54 K—B3 P—B8(Q).

White resigns.

If the Pawn queens, Black has a forced mate. A most interesting game, full of

pretty play. It occupied eight hours and a half, of which Charousek took ten minutes less than his opponent.

GAME 63

Budapest, 1895

ENGLISH OPENING

White :	Black :
MAROCZY	CHAROUSEK
1 P—QB4	P—K4

This allows White to have the Sicilian Defence with a move in hand.

2 Kt—QB3	Kt—KB3
3 P—KKt3	P—KKt3

B—K2 and B—Kt5 have been tried in this position, the former by Lasker in a fine game against Tartakover, Petrograd, 1911.

4 B—Kt2	B—Kt2
5 P—Q3	P—Q3
6 Kt—B3	Kt—B3
7 Castles	Castles
8 B—Q2	Kt—K2
9 P—QKt4	P—B3
10 P—KR3	Kt—K1
11 R—Kt1	P—KB4
12 Q—B1	P—Q4
13 P×P	Kt×P

After this White gets a slight pull. Therefore 13.. P×P seems better, and if

14 B—Kt5, B—K3. It is no use for White to proceed 15 B×Kt, Q×B; 16 Kt—KKt5, because of 16..B—R3.

14 P—Kt5 B—Q2
15 Kt×Kt P×Kt
16 Q—B5 Q—Kt3 !
17 B—Kt4

17 Q×Q would be disadvantageous to White, in spite of Black's doubled Pawns, while 17 Q×P ch would clearly lose the Queen by B—K3.

 P—K5
18 P×P QP×P
19 Kt—Kt5 Q×Q

The only way to break White's attack.

20 B×Q P—KR3
21 KR—Q1 Kt—B3
22 B—K7 ?

Maroczy's one weak move in the game. By 22 B×R, B×B; 23 R×B, Kt×R; 24 Kt—K6 he had at any rate none the worst of it.

 P×Kt
23 B×Kt B—K3
24 B×B K×B
25 P—QR4 KR—B1
26 R—Kt4 R—B7
27 P—K3 QR—QB1
28 QR—Q4 R—R7
29 KR—Q2 R×R

30 R×R R—B5
31 P—R5 R—B8 ch

Inferior to R—R5. See next note.

32 K—R2 R—R8
33 R—B2 R×P
34 R—B7 ch K—B3
35 R×P B—B5
36 P—Kt6 P—R3
37 R—B7 B—Q6
38 P—Kt7 R—Kt4
39 R—B6 ch K—Kt2
40 R×P

Now, as Hoffer points out, if Black had not checked on move 31 and White's King, therefore, still stood on Kt1, White could not make this capture without losing his Rook.¹

 R×P
41 R—R1 R—Kt7
42 K—Kt1 K—R3

Drawn.

GAME 84

Budapest, 1895

INVERTED HUNGARIAN

White :	Black :
MAROCZY	CHAROUSEK
1 P—K4	P—K4
2 B—K2	

¹ White would therefore have been forced to play differently against 31..R—R5, though there seems no plausible alternative. E.g., 32 R—Q6, K—B2; 33 P—R6, P×P; 34 P×P (if 34 R×P, R×R; 35 P×R, B—B5; 36 B—B1, B×B; 37 K×B, K—K3 and wins), K—K2 must end in the loss of White's QRP.

An opening more rare than attractive. Blackburne has been known to play it.

	Kt—KB ₃
3 P—Q ₃	Kt—B ₃
4 Kt—QB ₃	B—Kt ₅

The game is now a kind of Lopez (Steinitz Defence), with the colours changed and the defending party a move in hand.

5 Kt—B ₃	P—Q ₃
6 Castles	Castles
7 B—Kt ₅ ?	P—KR ₃
8 B—Q ₂	Kt—K ₂
9 Q—B ₁	Kt—R ₂
10 P—Q ₄	

White tries to break the force of Black's obviously impending attack.

P—KB₄

11 KP×P

If 11 QP×P, B×Kt; 12 B×B, BP×P; 13 Kt—Q₂, P—Q₄ +

	B×Kt
12 B×B	P—K ₅
13 Kt—R ₄	Kt×P
14 Kt×Kt	B×Kt
15 P—Q ₅	Q—R ₅
16 P—B ₃	

Why not Q—K₃ ?

	QR—K ₁
17 P×P	B×P
18 Q—Q ₂	B×KtP
19 R×R ch	

If K×B, 20 Q—Kt₄ ch, Q×Q (K—R₁; 21 Q×Q, B×Q; 22 R×B); 21 R×B ch, K—Kt₁; 22 Kt×Q, and Black must win.

	R×R
20 B—Q ₃	B—R ₆

White resigns.

There was still a fight left, though there could be no reasonable doubt of the result. If, e.g., 21 B×Kt ch, K×B; 22 Q—Q₃ ch, B—B₄. And if White does not capture the Knight, it comes into action with great effect at Kt₄.

GAME 65

Budapest, 1895

KBP (BIRD'S) OPENING

White :

Black :

MAROCZY

CHAROUSEK

1 P—KB₄

P—Q₄

2 P—K₃

P—KKt₃

The object of this move is to prevent White getting an immediate attack by P—QKt₃, B—Kt₂, and B—Q₃, which was Bird's favourite plan. But when, in reply to the Fianchetto, White develops on stonewall lines, as here, Black's KB has very little scope.

3 Kt—KB ₃	B—Kt ₂
4 P—Q ₄	

18

Bird played this move against Lee in the B.C.A. tournament in London, 1892—the game for which Lee was awarded the brilliancy prize.

Kt—KB3

Lee played 4..Kt—Q2, and after 5 P—B4, P—K3; 6 Kt—B3, KKt—B3; 7 P—QKt3, the games diverged, though a curious similarity in the positions persisted into the middle-game.

5 P—B4	P—K3 3
6 Kt—B3	P—Kt3
7 B—Q2	B—Kt2 4
8 P×P	P×P 5

Unless Kt—K5 is intended later, there seems no very good reason for thus blocking in the QB also.

9 R—B1	P—QR3
10 B—Q3	QKt—Q2 6
11 Castles	Castles 7
12 P—KR3	P—B4
13 Kt—K5	Kt×Kt

Hoffer suggests 13..P×P; 14 P×P, Kt—K5.

14 BP×Kt	Kt—Q2 8
15 Q—Kt4	

If Q—B3 at once, there is a complicated variation open to Black in 15..Kt×P; 16 P×Kt, P—Q5; 17 Q×B, P×Kt; 18 QR×P, B×P.

Position after White's 15th move.



Q—K2 1

16 Q—B3 Q—K3

Now if 16..Kt×P, 17 P×Kt, P—Q5; 18 Kt—Q5, Q—Q2; 19 Kt—B6 ch and wins.

17 Q—Kt3 2	QR—B1
18 Kt—K2	Q—K2

18..P—B5 leaves little hope of getting the QB into play again.

19 Kt—B4	KR—Q1
20 P—KR4 4	Kt—B1 2
21 P—R5	P—KKt4

Kt—K3 was better.

22 P—R6 1	B×RP
23 Kt—R5 6	Kt—Kt3
24 Kt—B6 ch	K—Kt2
25 R—B5	R—B2 3
26 QR—B1 8	B—B1
27 Kt—Kt4	B×R 4
28 R×B	R—B3
29 R—B6 10	KR—QB1 5
30 B×Kt	Resigns.

For if 30..BP or RP×B, 31 Q—R3, &c.

GAME 66

Budapest, 1895

CENTRE COUNTER

White : Black :

CHAROUSEK MAROCZY

- | | |
|----------------------|-------------------|
| 1 P—K ₄ | P—Q ₄ |
| 2 P×P | Q×P |
| 3 Kt—QB ₃ | Q—Q ₁ |
| 4 P—Q ₄ | P—QB ₃ |
| 5 B—K ₃ | B—B ₄ |
| 6 Kt—B ₃ | Kt—B ₃ |
| 7 B—Q ₃ | |

White has all four minor pieces out against Black's two, and should therefore have an advantage. But Maroczy's careful defence prevents all danger.

- | | |
|----------------------|--------------------|
| | B×B |
| 8 Q×B | P—K ₃ |
| 9 Castles KR | B—Q ₃ |
| 10 QR—Q ₁ | QKt—Q ₂ |
| 11 Kt—Q ₂ | |

Aiming at the establishment of this Knight on K₅, supported by P—B₄.

- | | |
|----------------------|--------------------|
| | Castles |
| 12 Kt—B ₄ | Kt—Kt ₃ |

This spoils White's plan, for if 13 Kt—K₅, B×Kt; 14 P×B, Q×Q, and a draw is practically certain.

- | | |
|---------------------|-------------------|
| 13 P—B ₄ | Kt×Kt |
| 14 Q×Kt | Kt—Q ₄ |
| 15 B—B ₁ | Q—B ₂ |

- | | |
|-----------------------|--------------------|
| 16 P—KKt ₃ | Kt×Kt |
| 17 Q×Kt | Q—Q ₂ |
| 18 P—Kt ₃ | B—K ₂ |
| 19 B—Kt ₂ | B—B ₃ ! |
| 20 B—R ₁ | |

He must be prepared for Black's eventual P—B₄, when his Bishop will need other protection than the Queen's.

- | | |
|----------------------|-------------------|
| | KR—Q ₁ |
| 21 Q—Q ₃ | Q—B ₂ |
| 22 Q—K ₄ | P—B ₄ |
| 23 P—B ₃ | P×P |
| 24 P×P | Q—Kt ₃ |
| 25 K—R ₁ | R—Q ₄ |
| 26 P—B ₅ | QR—Q ₁ |
| 27 P×P | Q×KP |
| 28 KR—K ₁ | |

To exchange Queens would cost the centre Pawn, whereas after the text-move White is able to save it cleverly. If Black forces exchanges in the centre on the 29th move, he loses his QKtP.

- | | |
|--------------------------------------|--------------------|
| | Q—Q ₂ |
| 29 Q—Kt ₂ | P—QKt ₃ |
| 30 R—K ₄ | P—Kt ₃ |
| 31 R—B ₄ | B—K ₄ |
| 32 R—K ₄ | P—B ₄ |
| 33 R—K ₂ | B—B ₃ |
| 34 R(K ₂)—Q ₂ | P—KR ₄ |
| 35 B—Kt ₂ | K—B ₂ |
| 36 Q—B ₃ | B—Kt ₄ |
| 37 R—K ₂ | B—B ₃ |
| 38 R(K ₂)—Q ₂ | B—Kt ₄ |

Drawn by repetition of moves.

GAME 67

Budapest, 1897

RUY LOPEZ

White : Black :

MAROCZY CHAROUSEK

- | | |
|----------------------|--------------------|
| 1 P—K ₄ | P—K ₄ |
| 2 Kt—KB ₃ | Kt—QB ₃ |
| 3 B—Kt ₅ | P—QR ₃ |
| 4 B×Kt | QP×B |
| 5 Kt—B ₃ | |

Nowadays 5 P—Q₄ is the usual continuation in the 'Exchange Variation' of the Lopez, but the text-move was formerly common. It gives more chance of variety to the play, whereas P—Q₄ leads almost invariably to exchange of Queens and a heavy strategical game.

- | | |
|--------------------|-------------------|
| | B—QB ₄ |
| 6 P—Q ₃ | P—B ₃ |
| 7 Castles | |

A good alternative is 7 Q—K₂, followed by B—Q₂ and Castles QR.

- | | |
|--------------------|-------------------|
| | Q—K ₂ |
| 8 B—K ₃ | B×B |
| 9 P×B | Kt—R ₃ |

B—Kt₅ was safer, with a view to castling on the Q side.

- | | |
|-----------------------|--------------------|
| 10 Kt—KR ₄ | Castles |
| 11 Kt—B ₅ | B×Kt |
| 12 P×B | P—QKt ₄ |

This does not improve Black's position, which is already

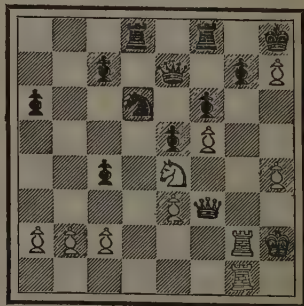
slightly inferior. The best policy seems to be Kt—B₂, followed by K—R₁ and R—KKt₁—a line which he is later forced to adopt, after serious loss of time.

- | | |
|-----------------------|-------------------|
| 13 Q—B ₃ | P—B ₄ |
| 14 P—KKt ₄ | Kt—B ₂ |
| 15 Kt—K ₄ | QR—Q ₁ |
| 16 R—B ₂ | R—Q ₂ |
| 17 P—KR ₄ | KR—Q ₁ |
| 18 P—Kt ₅ | K—R ₁ |
| 19 R—Kt ₂ | P—B ₅ |

Charousek does not show to advantage in this game, his manœuvres on the Q side being doomed to failure owing to White's pressure on the other side.

- | | |
|------------------------|--------------------|
| 20 QP×P | KtP×P |
| 21 K—R ₂ | R—KKt ₁ |
| 22 QR—KKt ₁ | QR—Q ₁ |
| 23 P—Kt ₆ | Kt—Q ₃ |
| 24 P×P | KR—B ₁ |

Position after Black's 24th move.



25 R×P

Decisive, because of the forced win of the Exchange five moves later.

	Q×R
26 R×Q	K×R
27 Kt—B ₅	K—R ₁
28 Kt—K ₆	P—K ₅
29 Q—R ₅	R—QKt _r
30 Kt×R	R×Kt
31 Q—Kt ₆	P—B ₆
32 P×P	Kt—B ₅
33 Q—Kt ₂	R—K ₁
34 Q—K ₂	Kt—K ₄
35 Q×P	K×P
36 K—R ₃	P—B ₃
37 Q—Kt ₇ ch	K—R ₃
38 P—QR ₄	R—KKt _r
39 Q—K ₇	Kt—Kt ₅
40 K—Kt ₃	Kt×P dis. ch
41 K—B ₂	Kt—Kt ₅ ch
42 K—K ₂	P—K ₆
43 P—QR ₅	Resigns.

GAME 68

Hungary, 1890

TWO KNIGHTS' DEFENCE

White : Black :
MAKOVETZ CHAROUSEK

1 P—K ₄	P—K ₄
2 Kt—KB ₃	Kt—QB ₃
3 B—B ₄	Kt—B ₃
4 Kt—Kt ₅	P—Q ₄
5 P×P	Kt—QR ₄
6 B—Kt ₅ ch	P—B ₃
7 P×P	P×P
8 B—K ₂	P—KR ₃
9 Kt—KR ₃	

The opening is all recognised book-play so far. The text-move (in place of Kt—KB₃) was first advocated by Steinitz in his *Modern Chess Instructor* (1889), and was employed by him in his correspondence match with Tchigorin thereafter. It has failed to convince the chess-world.

B—QB₄ 8

Steinitz in his analysis only took note of 9..B×Kt. Charousek follows Tchigorin's line in the correspondence match, the games diverging on move 11, when Steinitz played Kt—B₃.

10 P—Q ₃	Castles
11 Castles	Kt—Kt ₂
12 K—R ₁	P—Kt ₄

Preventing P—KB₄. White should now have retired his Knight. Doubtless, however, he was following Steinitz's idea of giving up the Knight in order to get an open KKt file.

13 P—QB ₃	B—Kt ₃
14 B—K ₃	Kt—Q ₄
15 B×B	Q×B 10
16 Q—Q ₂	B×Kt
17 P×B	Kt—B ₅ 1
18 P—KR ₄	Kt—B ₄
19 P×P	P×P 2
20 R—Kt _r	QKt—K ₃
21 P—Q ₄	K—Kt ₂

Black intends to take advantage of another open file. White cannot reply 22 P×P, for then QR—Q1; 23 Q—B2, Q×BP, &c.

22 B—B4 P—QB4

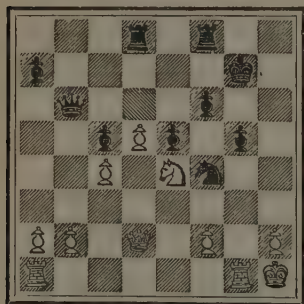
The point of this becomes clear two moves later.

23 B×Kt Kt×B 13
24 P—Q5

If Black had not played the Pawn up on his 22nd move, White could now continue 24 R×P ch, Kt×R; 25 Q×Kt ch, with a forced draw in hand.

25 P—QB4 QR—Q1 4
26 Kt—B3 P—B3 5
27 Kt—K4 Kt—B5

Position after White's 27th move.



R—KR1 1

28 R—Kt2

White must prevent 28..R×P ch; 29 K×R, R—R1 ch; 30 K—Kt3, R—R6 ch; 31 K—Kt4, K—Kt3, &c.

Q—R3
29 Q—B3 R—R6
30 R×P ch K—B2

If Black has declined the offer of the Exchange, still less does he want the Rook now. He wins the game in fine style.

31 R—Kt3 R×P ch
32 K×R R—R1 ch 17
33 K—Kt1 Kt—K7 ch 9
34 K—Kt2 Kt×Q
35 R×Kt R—Kt1 ch
36 K—B1 P—B4
37 Kt×P Q—KKt3
38 K—K2 Q—Kt5 ch

White resigns.

A piece must fall. If the date assigned to this game in *The Field* be correct, this is the earliest example of Charousek's play in the present collection.

GAME 39

Hungary 1895

RUY LOPEZ

White : Black :

MAKOVETZ CHAROUSEK

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3 2
3 B—Kt5 P—KKt3

See Game 14.

4 P—Q4 P×P
5 Kt×P B—Kt2
6 B—K3

Lasker continued against Pillsbury, Hastings, 1895: 6 Kt×Kt, KtP×P (QP×Kt is Tarrasch's recommendation in the tournament book); 7 B—QB4. The same exchange is possible for several more moves in the present game. But White has very little to gain by it; and Makovetz was not the kind of player to seek after 'the accumulation of minute advantages.'

7 Kt—QB3 Kt—B3
8 Castles Castles
9 B—K2 Kt—K2

9 P—B4 looks plausible, but after 9..P—Q4; 10 P—K5, Black's reply is Kt—Kt5. White plays to keep his Bishops.

10 P—K5 P—Q4
11 P—K6 Kt—Q2

11 P—B4 would be answered by P—QB4. The text-move is White's only resource.

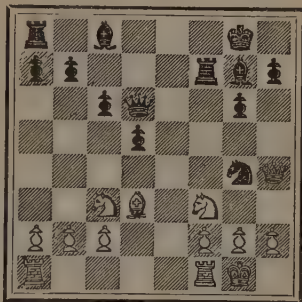
12 P×P ch Kt—KB3
13 Kt—B3 R×P
14 Q—Q2 P—B3
15 B—Q3? Kt—B4

Why not B—KKt5? The

text-move lands White in serious trouble.

Kt×B 8
16 Q×Kt Kt—Kt5
17 Q—Kt5 Q—Q3
18 Q—R4

Position after White's 18th move.



R×Kt

A very pretty combination.

19 P×R B—B3 9
20 Q—Kt3 B—K4 10
21 Q—Kt2 Kt×RP
22 KR—K1 Q—B3
23 R—K3

Not R×B, of course, because of the reply Kt×P ch.

B—Q2
24 B—K2
24 Kt—K2 is worse still. In fact, the position is hopeless.

B—B5
25 K—R1? Q—R5
26 K—Kt1 B—R6

White resigns.

GAME 70

Budapest, 1896

SCOTCH GAME

White : Black :

CHAROUSEK EXNER

1 P—K ₄	P—K ₄
2 Kt—KB ₃	Kt—QB ₃
3 P—Q ₄	P×P
4 B—QB ₄	P—Q ₃

Black refuses the Gambit, but gets a poor game. After White's next move comes about a Philidor's Defence—a variation of it unfavourable to Black, who has the wrong Knight out.

5 Kt×P Kt—B₃

There is nothing better now than 5..Kt×Kt; 6 Q×Kt, B—K₃.

6 Kt—QB ₃	B—K ₂
7 Castles	Castles
8 P—B ₃	R—K ₁
9 B—K ₃	B—B ₁ ?

As he merely wishes to bring his QKt over to KKt₃, why not Kt—K₄? He wastes two moves with the Bishop, during which White makes important progress.

10 Q—Q ₂	Kt—K ₂
11 QR—Q ₁	B—Q ₂
12 B—KKt ₅	Kt—Kt ₃
13 Kt—Q ₅	B—K ₂
14 Kt×B ch	Q×Kt
15 KR—K ₁	Q—Q ₁

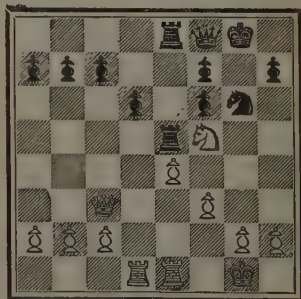
More waste of time. B—K₃ is a preferable alternative, though even then White has much the better game.

16 B—Kt₅! B×B

Black dare not play P—B₃, because then his QP becomes extremely weak. On the other hand, if he leaves his Bishop to be taken, White's Knight gets to B₅ at once.

17 Kt×B	R—K ₄
18 B×Kt	P×B
19 Kt—Q ₄	Q—KB ₁
20 Kt—B ₅	QR—K ₁
21 Q—B ₃	

Position after White's 21st move.

P—Q₄

Hoffer suggests, instead, 21.. R—B₄; 22 Q×P, R—K₃, which certainly seems to give Black better chances.

22 R×P	R×R
23 P×R	R×R ch
24 Q×R	Q—B ₄ ch
25 Q—K ₃	Q×Q ch

Obviously he cannot capture the QP, for then 26 Q—K8 ch wins the Queen; and if he takes the BP, then 26 Q—K8 ch, Kt—B1; 27 Kt—R6 ch, K—Kt2; 28 Q×P ch, K×Kt; 29 Q×Kt ch, K—Kt3; 30 Q—K8 ch, when by a series of checks White can work his Queen back to Q4, with a Pawn up and a win in prospect. The exchange of Queens produces a more difficult end-game, which Charousek, however, plays in admirable style, until Black has not a move to make.

- 13 26 Kt×Q K—B1
 27 K—B2 K—K2
 28 Kt—B5 ch K—Q2
 29 K—K3 Kt—K4
 30 P—QKt3 P—B3
 31 K—K4 P×P ch
 32 K×P Kt—Kt3
 33 P—Kt3 Kt—K4
 34 K—K4 Kt—B3
 35 Kt—Q4 Kt—K2
 36 P—QB4 P—Kt3
 37 P—QKt4 P—QR3
 38 P—QR3 Kt—B1
 39 Kt—B5 K—K3
 40 P—KR4 Kt—R2
 41 Kt—Q4 ch K—Q3
 42 K—B5 K—K2
 43 P—R4 Kt—B1
 44 P—B5! P×P
 45 P×P Kt—R2
 46 P—KR5 P—R4
 47 P—R6 Resigns.

GAME 71

Budapest, 1896

RUY LOPEZ

White :	Black :
EXNER	CHAROUSEK
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 Castles	P—Q3
6 P—Q4	Kt—Q2

A move of Tchigorin's, played by him in this and similar variations of the defence to the Lopez. For Charousek's use of it, compare Games 103 and 137.

7 P—B3

This was the line adopted by Winawer against Schlechter in the same position at Nuremberg, 1896, the continuation being 7..B—K2; 8 B—K3, Castles.

	B—K2
8 Kt—K1	Castles
9 P—KB4	P×QP
10 P×P	P—Q4
11 P×P	

If 11 P—K5, P—QKt4, threatening 12..Kt×QP, when White cannot retake in view of 13..B—B4. And if 11 B×Kt, P×B; 12 P—K5, P—QB4; 13 P—B5?,

P×P; 14 P—B6, Kt×BP;
15 P×Kt, B×P, with three
Pawns for a piece (Hoffer).

	Kt—Kt5
12 Kt—QB3	Kt—Kt3 7
13 Kt—B3	Kt×B
14 Q×Kt	B—KB4 5
15 Q—Q1	Kt×QP 5
16 B—Q2	Kt—Kt5

The plan initiated by this move turns out poorly for Black. Instead of winning White's isolated Pawn, he has to give up his QBP for it.

17 Kt—K2!	Kt—Q6
18 Kt—K5	P—B4

Of course he cannot play Kt×KtP without losing the Knight; nor Kt—Kt5, because of 19 B×Kt, B×B; 20 Q—Kt3, gaining a Pawn. And if 18..Kt×Kt, White unites his Pawns.

19 B—B3	P×P 9
20 B×P	B—B3

In this game—the only loss against Exner we have found—Charousek is over-subtle. Kt—B4 left him at any rate a level game, whereas to the text-move there is an excellent reply, and the game turns strongly in favour of White.

21 R—B3!	Kt—Kt5
22 B—B5	Kt—B7
23 R—QB1	Q×Q ch 10

24 R×Q	KR—K1
25 Kt—Kt3	KR—QB1
26 R—B3	B×Kt 1
27 P×B	B—Kt3 2
28 R—Q7	P—Kt4 3
29 P—QR3	R—Q1
30 R—Q6	P—QR4 4
31 B—Kt6!	R—K1

He cannot play R×R without immediate loss of the game, and has therefore to put up with an end-game in which White has two minor pieces against Rook and Pawn.

32 R×B	RP×R 6
33 R×Kt	R×P 7
34 R—K2	R—K3

Charousek plays to convert his extra Pawn into a passed Pawn; but not all his skill can save the game.

35 R×R	P×R 8
36 Kt—K4	R—R3 9
37 B—B5	R—B3 10
38 P—QKt4	P×P
39 P×P	R—B1
40 K—B2	R—Kt1
41 Kt—Q6	K—R2
42 K—K3	P—Kt4 2
43 K—K4	K—Kt3 3
44 K—K5	P—Kt5
45 K×P	R—KR1 4
46 Kt×P	R×P 5
47 P—Kt3	R—K7 ch
48 K—Q7	R—Q7 ch
49 B—Q6	K—B4
50 Kt—B7	Resigns.

GAME 72

Budapest, 1896

KING'S GAMBIT DECLINED

White : **Black :**
EXNER CHAROUSEK

- | | |
|----------|------|
| 1 P—K4 | P—K4 |
| 2 P—KB4 | B—B4 |
| 3 Kt—KB3 | P—Q3 |
| 4 P—B3 | |

Compare Games 2, 15, and 41, in all of which Charousek plays this move as White.

Kt—QB3

Not so good as Kt—KB3.

- | | |
|-----------|------------|
| 5 B—Kt5 | B—KKt5 ? 4 |
| 6 Q—R4 | B×Kt |
| 7 B×Kt ch | K—B1 |

Best. White, however, has the superior game in any case.

- | | |
|----------|---------|
| 8 P×B | Q—R5 ch |
| 9 K—Q1 | P×B 1 |
| 10 P—Q4 | B—Kt3 |
| 11 BP×P | P×P 7 |
| 12 B—K3 | Kt—K2 8 |
| 13 Kt—Q2 | P—KB4 |
| 14 K—K2 | P—B5 9 |
| 15 B—B2 | Q—B3 10 |
| 16 P×P | |

16 Kt—Kt3, P×P; 17 P×P is Hoffer's recommendation. Black cannot continue P—B4; 18 P×P, Q×P ch, without losing his Bishop after 19 K—B1.

- | | |
|----------|---|
| 17 Kt—B4 | Q×P 11
Q—QKt4 ! 16 |
|----------|---|

The most likely drawing line; and a draw is all Black can hope for. He has still to fight hard for it.

- | | |
|----------|--------|
| 18 Q×Q | P×Q |
| 19 B×B | RP×B |
| 20 Kt—K5 | Kt—Kt3 |

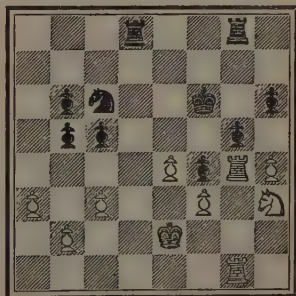
He is not afraid to get more doubled Pawns.

- | | |
|------------|---------|
| 21 Kt—Q3 | K—B2 19 |
| 22 KR—KKt1 | K—B3 |
| 23 Kt—Kt4 | |

23 R—Kt4 is met by P—R4, and if 24 R—Kt2, Kt—R5, &c.

- | | |
|------------|----------|
| | Kt—K2 |
| 24 R—Kt4 | P—Kt4 20 |
| 25 QR—KKt1 | P—B4 |
| 26 Kt—Q3 | P—R3 |
| 27 P—QR3 | QR—Q1 |
| 28 P—KR4 | KR—Kt1 7 |
| 29 Kt—B2 | Kt—B3 |
| 30 Kt—R3 | |

Position after White's 30th move.



Kt—K4 !

A fine piece of strategy, in combination with move 32. White loses if he replies 31 KR—Kt2, for then P—KKt5, &c.

31 P×P ch P×P
 32 R×KtP R—Q7 ch
 33 K×R Kt×P ch
 34 K—K2 Kt×R(Kt5)
 35 Kt×P R—K1
 36 Kt—Q5 ch K—Kt3
 37 Kt×P R×P ch
 38 K—Q3 P—B5 ch
 39 K—B2 K—B4
 40 Kt—B8

To 40 P—R4, R—K3 seems a sufficient answer; for if 41 P—R5, R—K7 ch; 42 K moves, R—K2 stops all danger.

41 K—B1 R—K7 ch
 42 K—Kt1 Kt—K5
 43 K—R1 Kt—B4
 44 R—QKt1 Kt—Q6
 45 Kt—R7 K—K3
 46 Kt—B6 R—K4
 47 Kt—Q4 ch K—Q3
 48 K—R2 K—B4
 49 R—KB1 K—Kt3
 50 R—B6 ch K—Kt2
 51 R—B5

This is practically equivalent to offering a draw.

52 Kt×R R×R
 53 Kt—K3 K—Kt3
 54 P—Kt4 ch K—B4
 55 K×P P×P i.p. ch
 K—Kt3

56 Kt—Q1 Kt—B4 ch
 57 K—B2 K—R4
 58 Kt—Kt2 K—Kt3
 59 Kt—Q3 and the game was eventually drawn.

GAME 73

Budapest, 1897

QUEEN'S GAMBIT DECLINED

White : Black :
 EXNER CHAROUSEK

1 P—Q4 P—Q4
 2 P—QB4 P—K3
 3 Kt—QB3 Kt—KB3
 4 Kt—B3 B—K2
 5 B—B4 Castles
 6 P—K3 P—B4
 7 B—Q3

It is a question for White to consider whether he should play 7 QP×P. In reply to the text-move Black might well play 7..QP×P, as was done in the game Johner—Teichmann, Carlsbad, 1907.

Kt—B3

8 Castles

Hoffer commends P—KR3, so as to save the Bishop.

9 B—Kt3 Kt—KR4
 10 BP×Kt Kt×B

A decidedly unwise breach of the rule that Pawns should capture towards the centre.

11 B×P QP×P
 12 P—QR₃ P—QR₃
 13 B—R₂ P—QKt₄ 7
 14 P×P R—R₂ !

White is in difficulties. Perhaps 14 P—Q₅, to be followed by P—K₄, is best.

15 Q—K₂ B×P 8
 16 KR—K₁ Q—Kt₃ 9

Why not the other Rook? The KR might be of use on the open file.

17 K—R₁ R—Q₂
 KR—Q₁ 10

Black has now an admirable development for attacking purposes.

Position after Black's 17th move.



18 P—QKt₄ B—K₂
 19 QR—Q₁ R×R 1
 20 R×R R×R ch 2
 21 Kt×R P—QR₄ !

Black's bad K side enables

his opponent to force matters successfully on the other wing.

22 Kt—B₃ P×P 3
 23 P×P B—R₃
 24 B—Kt₁ B×P
 25 Kt—K₄

If 25 B×P ch, K×B; 26 Kt—Kt₅ ch, K—Kt₁; 27 Q—R₅, Kt—K₄, and White's assault is beaten off.

26 B—Q₃ B—K₂ 4
 27 B—Kt₁ Kt—Kt₅ 5
 28 Kt—Q₄ Kt—Q₄ 6
 29 Q—B₃ P—Kt₅ 7
 30 Kt—Kt₃ Q—B₂
 31 B—B₂ Kt—B₆
 32 P—Kt₄ B—Kt₂
 33 Q—Kt₃ B—Q₄ 8
 34 Kt(K₄)—Q₂ P—K₄
 35 B×P ch Kt—K₇
 36 Q—B₂ K×B 9
 37 Q×Kt Q—B₇
 B×Kt

White resigns.

White took 2 h. 20 m., Black 1 h. 17 m. over the game.

GAME 74

Teteny, 1897

QUEEN'S GAMBIT DECLINED

White : Black :
 CHAROUSEK EXNER

1 P—Q₄ P—Q₄
 2 P—QB₄ P—K₃
 3 Kt—QB₃ Kt—KB₃

- 4 B—Kt5 B—K2
 5 P—K3 Castles
 6 Kt—B3 P—QKt3
 7 P×P

There is no reason why this simple and natural move should not be made now instead of, as commonly, a move later, for Black has announced his intention of playing B—Kt2

- 8 B—Q3 P×P
 9 Castles B—Kt2
 QKt—Q2

Kt—K5 might be played now, but would probably only lead to a transposition of moves.

- 10 R—B1 P—B4

Arriving at the same position as Pillsbury—Tarrasch, Hastings, 1895. Pillsbury continued 11 R—K1, which was declared to be loss of time.

- 11 B—Kt1 R—B1
 12 Q—K2 Kt—K5

Both blocking the White KB's diagonal and stopping P—K4.

- 13 B—B4 P—QR3
 14 KR—Q1 Kt×Kt
 15 P×Kt

15 R×Kt gave a freer game. If then P×P, 16 R×R, Q×R; 17 R×P.

- 16 Kt—Q2 P—B5

This should have lost by 16.. B—R6; 17 R—B2, B—B3, winning the Exchange. 16 P—QR4 was necessary. Black, however, misses his opportunity and fails even to stop P—K4, which he might have done by 16.. P—B4.

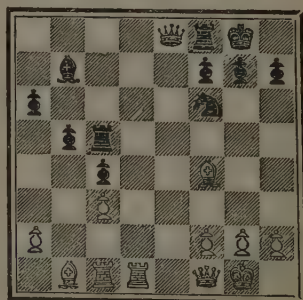
- P—QKt4?
 17 P—K4 P×P
 18 Kt×KP Kt—B3
 19 Kt—B5 B×Kt
 20 P×B Q—K1
 21 Q—B1

Not wishing to exchange Queens, he is compelled to provide otherwise against 21 .. Q—B3.

R×P

'The proverbial combination,' says Hoffer, 'expected by the stronger player, who sees farther ahead than his opponent.'

Position after Black's 21st move.



22 B—Q6 R—Kt4
 23 P—B3 Q—K6 ch
 24 K—R1 Kt—R4
 25 R—K1 Q—Kt3
 26 QR—Q1 R—Q1
 27 Q—K2

30 R×R Q—B7
 31 Q—K5 Q—Kt3
 Q—R5 is a little better.
 32 R—Q6 Q—R4
 33 R—Q7 B—B3

This and the next move completely spoil Black's plan.

P—Kt3
 28 Q—K7 R×B
 29 Q×R (Kt4) R×R

White announced mate in 5—
 34 Q—K8 ch, K—Kt2 ; 35
 R×P ch, K—R3 ; 36 Q—K3
 ch, Kt—B5 ; 37 Q×Kt ch,
 K—R4 ; 38 R×P, mate.

PART III

BLINDFOLD, SIMULTANEOUS, AND ODDS GAMES

UNFORTUNATELY it is impossible to give many examples of Charousek's skill at blindfold or ordinary simultaneous chess, nor yet of his play at odds, for the reason that very few such games of his have ever been published in accessible quarters. Below will be found two blindfold games, one simultaneous, and four at odds of Rook or Knight—enough to show that his genius was as marked in these as in other branches of chess.

SECTION I

BLINDFOLD GAMES

GAME 75

Budapest, 1896

GIUOCO PIANO

White :

Black :

CHAROUSEK

BRODY

- | | |
|----------------------|--------------------|
| 1 P—K ₄ | P—K ₄ |
| 2 Kt—KB ₃ | Kt—QB ₃ |
| 3 B—B ₄ | B—B ₄ |
| 4 Castles | Kt—B ₃ |
| 5 P—Q ₄ | B×P |

The game has now become a Max Lange, with an old-fashioned defence in place f 5..P×P.

- | | |
|----------------------|-------------------|
| 6 Kt×B | Kt×Kt |
| 7 P—B ₄ | P—Q ₃ |
| 8 P×P | P×P |
| 9 B—KKt ₅ | Q—K ₂ |
| 10 P—B ₃ | Kt—K ₃ |
| 11 QB×Kt | P×B |
| 12 Kt—R ₃ | |

White must protect his Bishop against Q—B₄ ch. An old game, Monck—Zukertort (C.C., III, col. 4), continued 12 Kt—Q₂.

- | | |
|---------------------|--------------------|
| 13 K—R ₁ | R—KKt ₁ |
| 14 Q—B ₃ | B—Q ₂ |
| 15 Q—K ₃ | R—Kt ₃ |
| | Q—B ₄ |

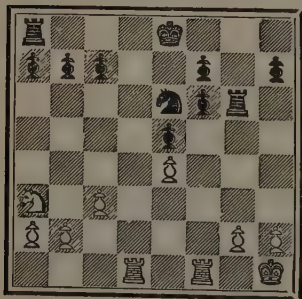
- 3 16 Q×Q Kt×Q
17 QR—Qr

White's advantage looks small after the exchange of Queens, but Charousek presses it admirably. The text-move prevents Kt×P, for then 18 B×P ch!

- 4 18 B×B 6 B—K3
Kt×B

P×B was much stronger. Now White's Knight comes into action powerfully.

Position after Black's 18th move.



- 19 Kt—B4 R—Q1
20 Kt—K3 P—B3
21 Kt—B5 R—Q2
22 R×R K×R
23 R—Q1 ch Q K—B2
24 P—KKt3 R—Kt5
25 Kt—Q6 K—Kt3
26 K—Kt2 P—KR4
27 P—KR3 R—Kt2
28 K—B2 P—R5

A serious error of judgment. White's passed Pawn at KR5 makes the win certain.

- 29 P×P Kt—B5
30 K—B3 Kt×P
31 R—KR1 Kt—B5
32 P—R5 P—QB4
33 P—R6 R—R2
34 Kt—K8 K—B3
35 Kt×P R—R1
36 P—R7 K—Q3
37 K—Kt4 K—K3
38 K—Kt5 P—R4
39 Kt—R5 Kt×Kt
40 R×Kt K—K2
41 K—R6 K—B1
42 R×P Resigns.

GAME 76

Miskolcz, November 16, 1897

RUY LOPEZ

White : Black :

FERENCZY CHAROUSEK

- 1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3
4 B—B4

A move no doubt, designed to throw the blindfolded player off the track—a plan which very seldom succeeds. Morphy taught his opponents many lessons on this point.

- 5 P—Q3 Kt—B3
6 Kt—B3 B—B4
P—Q3

The game has now become a Four Knights', Black having the move P—QR3 thrown in.

- | | |
|-----------|--------|
| 7 Castles | B—KKt5 |
| 8 B—K3 | Kt—Q5 |
| 9 B×Kt | B×B |
| 10 Kt—Q5 | Kt×Kt |
| 11 B×Kt | P—QB3 |
| 12 P—B3 | B—R2 |
| 13 B—Kt3 | Q—B3 |

Black has now decidedly the better game.

- | | |
|----------|-------|
| 14 P—KR3 | P—KR4 |
| 15 Q—K2 | |

If 15 P×B, P×P and the Knight cannot move without Black forcing a mate by Q—R5, &c.

- | | |
|----------|--------|
| | P—KKt4 |
| 16 B—Q1 | B—K3 |
| 17 Q—Q2 | P—Kt5 |
| 18 Q—Kt5 | K—K2! |

- | | |
|-----------|---------|
| 19 Q×Q ch | K×Q |
| 20 Kt—R4 | P—Kt6! |
| 21 Kt—B3 | B×P ch |
| 22 K—R1 | QR—KKt1 |
| 23 Kt—Kt1 | B—Kt5 |
| 24 B—B3 | K—K2 |
| 25 QR—Q1 | P—KB4 |
| 26 P×P | B×BP |
| 27 R—Q2 | P—Q4 |
| 28 P—Kt3 | B—Kt5 |
| 29 P—B4 | R—KB1 |
| 30 P—QR4 | KR—Kt1 |

Now White is compelled to take the QB, since a sacrifice of the Exchange on B3 is threatened, with P—Kt7 ch to follow.

- | | |
|----------|------------|
| 31 P×B | RP×P |
| 32 B×KtP | R×B |
| 33 Kt—R3 | R—KR1 |
| 34 R—K2 | R×Kt ch |
| 35 P×R | P—Kt7 ch |
| 36 K—R2 | P×R(Kt)ch |
| 37 K—R1 | R—Kt8 mate |

SECTION II

A SIMULTANEOUS GAME

GAME 77

Miskolcz, 1897QUEEN'S GAMBIT
DECLINED

White : Black :

CHAROUSEK HAVAS

- | | |
|----------|--------|
| 1 P—Q4 | P—Q4 |
| 2 P—QB4 | P—K3 |
| 3 Kt—QB3 | Kt—KB3 |
| 4 B—Kt5 | B—K2 |
| 5 P—K3 | P—QKt3 |

This variation is fairly sound, provided it be not followed up by 6 (Kt—B3), QKt—Q2, when it transposes into the Pittsburgh variation; and even that is playable so long as Black replies to 7 P×P with Kt×P.

- | | |
|---------|-------|
| 6 Kt—B3 | B—Kt2 |
| 7 P×P | Kt×P |

But in the present case P×P is better.

- | | |
|------------|-------|
| 8 B×B | Kt×B |
| 9 B—Kt5 ch | P—B3. |

B—B3 gives a less cramped game.

- | | |
|------------|---------|
| 10 B—Q3 | Castles |
| 11 Castles | Kt—Kt3 |
| 12 P—K4 | P—KB4 ? |
| 13 B—B4 | Q—B3 |
| 14 P×P | Q×P |
| 15 Q—Kt1 | |

It is noteworthy that Charousek was much less reluctant than Morphy to exchange Queens.

- | | |
|------------|-------|
| | K—R1 |
| 16 Q×Q | P×Q |
| 17 Kt—KKt5 | P—KR3 |
| 18 Kt—K6 | R—B1 |
| 19 QR—K1 | Kt—Q2 |

B—R3 was necessary. After the text-move loss is only a matter of time.

- | | |
|---------|------|
| 20 B—Q3 | R—B1 |
|---------|------|

Kt—R5 would merely hold the Pawn for a few moves, as White would continue 21 P—B3, preparatory to P—KKt3.

- | | |
|------------|----------|
| 21 Kt×R | R×Kt |
| 22 P—B3 | P—B4 |
| 23 P—Q5 | QKt—K4 |
| 24 B—Kt5 | P—R3 |
| 25 B—B6 | B×B |
| 26 P×B | Kt×QBP |
| 27 R—K6 | KKt—K2 |
| 28 KR—K1 | R—B2 |
| 29 Kt—R4 | P—QKt4 |
| 30 Kt×P | P—QR4 |
| 31 Kt—Kt7 | Kt—Q4 |
| 32 R×Kt | R×Kt |
| 33 R—B5 | Kt—B5 |
| 34 R×BP | Kt—Q6 |
| 35 R—K2 | P—R5 |
| 36 P—R4 | R—Kt1 |
| 37 P—R3 | P—Kt5 |
| 38 P×P | R×P |
| 39 R—B8 ch | K—R2 |
| 40 P—R5 | Kt—B5 |
| 41 R—K4 | R×R |
| 42 P×R | Resigns. |

This game was played simultaneously with 15 others.

SECTION III

GAMES AT ODDS

GAME 78

*Rassa, 1897*KING'S KNIGHT'S
GAMBIT

White : Black :

CHAROUSEK KARACH

*(Remove White's QR)*1 P—K₄ P—K₄2 P—KB₄ P×P3 Kt—KB₃ P—Q₄

4 P×P Q×P

If Black adopts the 3..P—Q₄ defence, the best continuation now seems to be Kt—KB₃, as in a number of games at Abbazia, 1912. But the text-move has the merit of simplicity, at which Black here obviously aims.

5 Kt—B₃ Q—Q₁6 P—Q₄ B—Q₃7 B—Q₃ Kt—K₂

8 Castles Castles

9 Kt—K₅ B×Kt10 P×B Q—Q₅ ch11 K—R₁ Kt—Kt₃12 Kt—K₂ Q×KP

13 Kt×P Kt×Kt?

Removing a piece from the defence when he urgently needs reinforcements. Kt—Q₂ should have been played, or else B—K₃.

14 B×Kt Q×P

15 Q—R₅ P—KKt₃16 Q—R₄ Kt—Q₂Now B—K₃ seems best.17 B—KR6 Q—K₄

Hoffer points out a pretty drawing variation (which, however, as he says, could not be expected from a player receiving a Rook): 17..Kt—K₄; 18 B×R, Kt×B; 19 Q—Q₈, Kt—B₇ ch; 20 K—Kt₁, B—K₃; 21 Q×R, Kt—R₆ ch; 22 P×Kt, Q—Q₅, with perpetual check.

18 B—QB₄ P—Kt₃

If Kt—Kt₃, 19 B×P ch, K—R₁; 20 B—K₃!

19 R×P! K—R₁

20 R×P ch K×R

21 B—Kt₅ dis. ch K—Kt₂22 Q—R₆ mate

GAME 79

*Budapest, November 4, 1897*EVANS GAMBIT
DECLINED

White : Black :

CHAROUSEK AIGNER

*(Remove White's QKt)*1 P—K₄ P—K₄2 Kt—B₃ Kt—QB₃3 B—B₄ B—B₄4 P—QKt₄ B—Kt₃5 P—B₃

An old and rarely seen variation.

6 P—Q3 P—Q3
 7 P—QR4 P—KR3
 8 P—Kt5 P—QR4
 QKt—K2

28 R—QKt8 K—B2
 29 R—K8 Kt—Kt1
 30 P—K5 Kt—Kt2 ??

It was necessary to retire to Kt1, Now a Pawn falls at once.

9 Q—Kt3 B—K3
 10 B×B P×B
 11 Q×P Q—Q2

31 R×Kt P—Kt5
 32 B—B8 Resigns.

Doubtless the odds-receiver thought Charousek could not afford to exchange.

12 Q×Q ch K×Q
 13 K—K2 Kt—KB3
 14 Kt—Q2 QR—KB1
 15 P—B3 Kt—R4
 16 P—Kt3 P—Kt4
 17 Kt—B4 R—B2
 18 P—Q4 KR—KB1
 19 R—B1 P×P

19.. Kt—Kt3 was better.

20 Kt×B P×Kt
 21 P×P R—B1
 22 K—Q3 P—Q4 ?
 23 B—R3 P×P ?

Thus, with Black's help, White has two passed Pawns in the centre. Counting on the almost inevitable blunders of the inferior player, we may now look for White's victory.

24 P×P R×R
 25 R×R R—KKt1
 26 R—B7 R—Kt2
 27 R—B8 R—Kt3 ?

GAME 80

Miskolcz, 1898

KING'S GAMBIT DECLINED

White : Black :

CHAROUSEK FERENCZY.

(Remove White's QKt)

1 P—K4 P—K4
 2 P—KB4 Kt—QB3

In games at odds the ordinary principles of development do not always apply. But this is not a good way of declining the Gambit, as Black is not likely to be able to castle on the Q side and it is more important, therefore, to get the K side pieces out.

3 Kt—B3 P—Q3
 4 B—B4 Kt—B3

B—Kt5 is better, now that Black has committed himself to this kind of defence. Another alternative is 4.. B—K3, and if 5 B×B, P×B; 6 P×P, Kt×P,

5 Kt—Kt5 P—Q4

6 KP×P Kt×P

Kt—QR4 is the safest move.

7 P—Q4 P×QP

8 Castles B—K2

Now QKt—K2 would have prevented White's sacrifice.

9 Kt×BP K×Kt

10 Q—R5 ch K—B1

11 B×Kt P—KKt3?

Why not Q—K1?

12 Q—R6 ch K—K1

13 B×Kt ch P×B

14 P—B5 B×P

15 R×B P×R

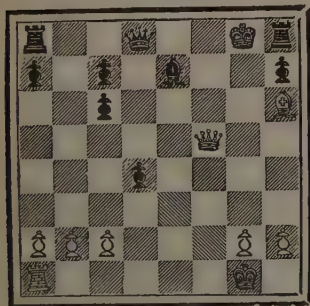
It is remarkable that White, with only the Queen developed, and a Rook down, should have such command of the board.

16 Q—R5 ch K—B1

17 B—R6 ch K—Kt1

18 Q×P

Position after White's 18th move.



Q—Q3

If 18..Q—QB1, 19 Q—B3, Q—K3; 20 R—KB1, P—Q6; 21 P×P, B—B4 ch; 22 P—Q4, B×P ch; 23 K—R1, R—K1; 24 Q—Kt3 ch, Q—Kt3; 25 Q—Kt3 ch, and White mates in 2. If, instead of 23..R—K1, R—Kt1, then 24 Q—Kt3 ch, Q—Kt3; 25 Q—Kt3 ch!

19 R—KB1 Q—Kt3

20 Q—B3 R—Q1

And now if 20..P—Q6, 21 P×P, B—B4 ch; 22 P—Q4, B×P ch; 23 K—R1, and as in the variation in the previous note, Black has no resource.

21 Q—Kt3 ch R—Q4

22 Q—Kt8 ch R—Q1

23 Q×R ch B×Q

24 R—B8 mate

GAME 81

Hungary, (?)

KING'S GAMBIT DECLINED

White : **Black :**

CHAROUSEK · KORCH-
MAROS

(Remove White's QKt)

1 P—K4 P—K4

2 P—KB4 P—Q3

If this Pawn is to be moved

now, it should go to Q4.
Black handicaps himself by
a cramped game.

3 Kt—KB3 Kt—QB3
4 B—B4 Kt—B3

See the preceding game.

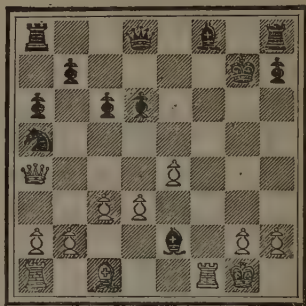
5 P—Q3 B—Kt5
6 P—B3 P—QR3?
7 Q—Kt3 Kt—QR4
8 B×P ch K—K2
9 Q—R4 P—B3

K×B at once is much better.

10 P×P B×Kt
11 P×Kt ch K×B
12 Castles B—K7
13 P×P dis. ch K×P

Now comes a very pretty
finish against a weak de-
fence.

*Position after Black's 13th
move.*



14 Q—Q4 ch K—Kt1
15 P—K5 B×R
16 Q—Kt4 ch B—Kt2
17 Q—K6 ch K—B1
18 B—Kt5 13 Q—Kt3 ch
19 P—Q4 B—B5
20 R—B1 ch 1 B×R
21 B—K7 ch K—K1
22 B—B6 dis. ch Resigns.

White mates in 2 moves.

5

PART IV

CASUAL GAMES

OF the fifty-two games included in this section, as has been already stated, the first six, and possibly others also, may be match-games; but the question cannot be definitely decided at present. It was originally intended to arrange the games from 88 onwards in chronological order, where the dates could be ascertained. When part of the book, however, was already in the publisher's hands, a few more games were unexpectedly discovered. In order to save considerable delay for rearrangement and renumbering, these have been placed at the end of the section.

GAME 92

Budapest, 1897 or 1898

RUY LOPEZ

White :

Black :

MAROCZY

CHAROUSEK

- | | |
|---|--|
| <p>1 P—K4</p> <p>2 Kt—KB3</p> <p>3 B—Kt5</p> <p>4 Castles</p> | <p>P—K4</p> <p>Kt—QB3</p> <p>Kt—B3</p> <p>B—K2</p> |
|---|--|

Charousek usually, when playing the Berlin Defence, prefaced this move with Kt x P.

- | | |
|---------|------|
| 5 Kt—B3 | P—Q3 |
| 6 P—Q4 | B—Q2 |

Kt—Q2, as frequently played by Tchigorin here (*e.g.*; against Janowski, London, 1899) and in similar variations, was also experimented with by Charousek. See Games 71, 103, and 137. In Lasker—Walbrodt, Hastings, 1895, 6..P x P; 7 Kt x P, B—Q2 was played. Both this and the present variation have a strong resemblance to the Steinitz Defence to the Lopez.

- 7 P—QKt3

Usually a strong move where playable in the Lopez. Lasker played it later in his game with Walbrodt (after 8 Kt—K2, Castles; 9 Kt—Kt3, Kt—K4 ?; 10 B×B, Q×B).

8 B—Kt2	Castles
9 P—Q5	R—K1

Although this causes Black to lose time with his QKt, it nullifies the advantage of White's Bishop in Fianchetto.

10 B—Q3	Kt—Kt1
11 Kt—Q2	P—B3
	B—QB1

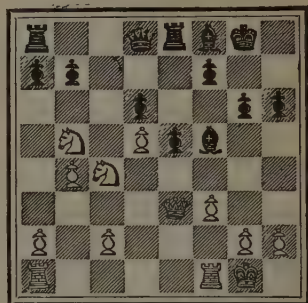
Making room for the retired Knight; but after White's next move Black changes his plan.

12 Kt—B4	Kt—R3
13 Kt—K3	Kt—B4
14 P—OKt4	Kt×B
15 Q×Kt	Kt—Kt5
16 Kt—B4	B—B1

The game is notable for its marches and countermarches.

17 P—KB3	Kt—B3
18 B—B1	P×P
19 P×P	P—KKt3
20 B—Kt5	P—KR3
21 B×Kt	Q×B
22 Kt—Kt5	Q—Q1
23 Q—K3	B—B4

Position after Black's 23rd move.



Now begins an interesting struggle for the upper hand.

24 Kt×RP	B×P
25 KR—B1	B—R5
26 P—Kt5	

This attempt to cut off the Bishop ends badly for White.

27 Q—B2	B—K2
28 KR—K1	B—Kt4
29 Kt—Kt2	Q—B2
30 P—Kt6	Q—R4
31 P—QR4	B—Kt4
32 R—R3	B—R3
33 P—R5	Q×QP
34 P—Kt3	Q—Q7
35 K×Q	Q×Q ch
36 R—Q1	B—Q7
37 R—R4	B—Kt5
38 K—Kt2	B—B4 ch
39 Kt—Q3	P—B4
40 R—R2	QR—Q1
	P—K5

41 P×P P×P
 42 Kt—B4 P—K6

Decisive.

43 Kt—K2 R—KB1
 44 Kt—B4 QR—K1

White resigns.

GAME 83

Budapest, 1897 or 1898

FRENCH DEFENCE

White : **Black :**

CHAROUSEK MAROCZY

1 P—K4 P—K3
 2 P—Q4 P—Q4
 3 Kt—QB3 Kt—KB3
 4 B—KKt5 B—K2
 5 B×Kt B×B
 6 P—K5 B—K2
 7 Q—Kt4

Called by some Showalter's Attack, the move having been played by Showalter against Judd, and also against Lasker in their 1893 match. It was not his invention, however, occurring in a game Wemmers—Flehsig, published in the *Deutsche Schachzeitung*, 1877.

Castles

Of the three moves open to Black—the text, P—KKt3, and K—B1 ?—this seems the best.

8 B—Q3 P—QB4

In one of his match-games against Tarrasch in 1894 Walbrodt played 8...P—KB4 and then, after 9 Q—R3, P—B4. Maroczy avoids this variation, which did not turn out well for Walbrodt.

9 Q—R3 P—KKt3
 10 P×P Kt—B3
 11 P—B4 B×P
 12 Kt—B3 P—B3 !

Excellent alike from the defensive and the offensive points of view.

13 Q—R6

White is faced by difficult problems on this and his next two moves.

R—B2
 14 P×P Q×P
 15 P—KKt3

Now Maroczy delivers a series of smashing blows.

Position after White's 15th move



16 Kt—Q1 B—R6 !
 17 Q—R4 B—B1
 18 Kt×Kt Kt—Q5
 19 Q—Kt5 Q×Kt
 20 P—KR4 B—Q2
 21 Q—R6 B—K2
 22 P—R5 P—K4 !

If 22 P×P, attempting to open a retreat for the Queen, Black replies B—Kt5 ch; 23 P—B3, Q×B; 24 P×B, QR—KB1, &c.

23 B—Kt6 P—KKt4
 R—Kt2

Naturally not P×B, because of 24 RP×P.

24 P—B3

If 24 P×KtP, B—KB1; 25 B×P ch, R×B, and White can do no more.

25 P×KtP Q—Kt3
 26 B—B2 Q—Q1
 B—QB1 !

White resigns.

If 27 P—Kt6, B—Kt4; 28 P×P ch, K—R1. An elegant finish.

GAME 84

Budapest, 1895

SCOTCH GAMBIT

White : Black :

CHAROUSEK MAROCZY

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3

3 P—Q4 P×P
 4 B—QB4 B—B4
 5 Castles P—Q3
 6 P—B3 B—KKt5

Better than 6..P×P, as played by von Popiel in Game 20. Now we have Louis Paulsen's variation, to which Anderssen's 7 P—QKt4 is the best reply.

7 Q—Kt3 B×Kt
 8 B×P ch K—B1
 9 P×B

The older continuation is 9 B×Kt, R×B; 10 P×B.

Kt—K4 ?
 10 P×P B×P
 11 B×Kt R×B
 12 P—B4

As the result of Black's 9th move White now gains time.

Kt—B2
 13 Q—Q3 Q—B3

B—Kt3 was better.

14 Kt—B3 P—KKt4
 15 Kt—Q5 ! P×P dis. ch
 16 K—R1 Q—Kt2
 17 Kt×KBP R—K1
 18 B—K3 B×P
 19 R—KKt1 B×R

Black on his last move had decided to give up the Queen for two Rooks and a Pawn. But the position is against his chances of success.

20 R×Q R×R
 21 Q—Kt3 K—Kt1

22 Kt—K6 R—Kt3
 23 Kt—Kt5 R—K2
 24 P—B4 B—B3
 25 Kt×Kt R×Kt
 26 Q×P R—K2
 27 Q×RP K—Kt2
 28 Q—Kt7 R—B2
 29 P—QR4 B—K4
 30 P—B5 R—Kt5
 31 P—R5 P—B4
 32 Q—Q5 R—R5
 33 B×P R×P ch
 34 K—Kt1 R—B2
 35 B—K3 R—B6
 36 B—Kt5 R—QR6
 37 Q—Kt7 ch Resigns.

After 37..K—Kt1; 38 Q—B8 ch, K—B2; 39 Q—Q7 ch, K—Kt1; 40 Q—Q8 ch, K—B2; 41 Q—K7 ch, K—Kt1; 42 Q—K6 ch, K—R1; 43 B—B6 ch, the Rook on KR7 goes.

GAME 85

(?) *Budapest*, 1898

RUY LOPEZ

White : **Black :**

MAROCZY CHAROUSEK

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3 ✓
 3 B—Kt5 B—B4
 4 P—B3 B—Kt3

Charousek had already introduced this move in a consultation game the previous year.

See Game 139. The idea of the move is to withdraw the Bishop from attack by 5 P—Q4. P—Q4 is nevertheless White's best course.

5 P—Q4 P×P 3
 6 P×P QKt—K2

This is part of the plan of defence, of which the main disadvantage is that it does not lead to a very interesting game.

7 Kt—B3 P—QB3
 8 B—QB4 P—Q4
 9 P×P Kt×P
 10 Kt×Kt P×Kt 6
 11 B—Kt5 ch B—Q2 7
 12 Q—K2 ch Kt—K2
 13 Kt—K5 B×B 7
 14 Q×B ch K—B1 7

Kt—B3 would lose a piece—
 15 Kt×Kt, Q—Q2; 16 Q—K2 ch

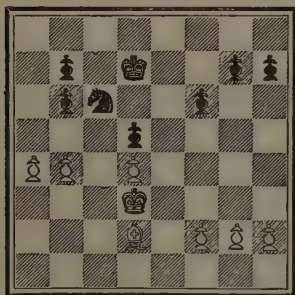
15 Kt—Q7 ch K—Kt1
 16 Kt×B Q×Kt 2
 17 Q×Q P×Q 2

The question now remains, Can a draw be avoided?

18 B—K3 P—B3
 19 K—Q2 K—B2 4
 20 KR—QB1 KR—QB1 5
 21 K—Q3 R×R
 22 B×R K—K3
 23 B—Q2 K—Q2
 24 P—QR3 Kt—B3
 25 R—K1 R—K1

26 R×R K×R
 27 P—QR4 K—Q2
 28 P—QKt4

*Position after White's 28th
 move.*



P—QKt4!

A beautiful attempt to settle the question about the draw. Charousek plays to block the Q side against the operations of both King and Bishop. Maroczy should not, however, have captured. After 29 P—R5 Black's King also had no scope on the Q side.

29 P×P Kt—R2
 30 P—Kt6 Kt—B1
 31 P—Kt5 Kt—Q3

The winning move.

32 B—Kt4 Kt×P
 33 B—B8 P—Kt3
 34 P—Kt4 Kt—Q3
 35 P—R4 Kt—B1
 36 B—B5 K—B3
 37 K—K3 Kt×P
 38 B—K7 Kt—Q2

39 P—R5 K—Kt4
 40 K—Q3 K—R5
 41 K—B3 P—QKt4
 42 P—B3 P—B4
 43 KtP×P P×BP
 44 P—R6 Kt—Kt1
 45 K—Q3 Kt—B3
 46 B—Kt5 P—Kt5
 47 B—Q2 Kt—Q1

White resigns.

White took 1 h. 38 m., Black 50 m. over this game.

GAME 86

Budapest, 1896

GIUOCO PIANO

White : **Black :**

MAKOVETZ CHAROUSEK

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—B4 B—B4
 4 P—B3 Kt—B3
 5 P—Q3 P—Q3
 6 Castles

QKt—Q2, either now or after B—K3, is better. Charousek, it may be noted, disregards here the maxim that Black should not be in a hurry to castle in the Giuoco Piano.

Castles
 7 B—Kt3 ? B—K3
 8 B—B2 P—Q4
 9 P×P Kt×P
 10 P—QKt4

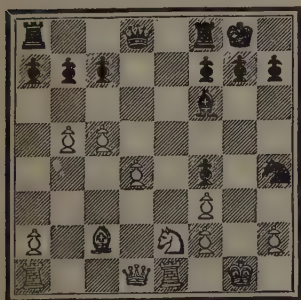
Not 10 Kt×P, because of B×P ch; 11 R×B, Kt×Kt. But the text-move is not good either, being part of an unsound development on the left wing.

- | | |
|----------|---------------------|
| | B—Q3 |
| 11 R—K1 | B—Kt5 |
| 12 P—Kt5 | QKt—K2 ⁹ |
| 13 P—B4 | Kt—B5 |
| 14 B×Kt | P×B ¹⁰ |
| 15 P—Q4 | Kt—Kt3 ¹ |
| 16 P—B5 | B—K2 ² |
| 17 Kt—B3 | B—B3 |
| 18 Kt—K2 | |

White's Q side Pawns are weak, and this submission to a shattered K side seems necessary if they are to be protected.

- | | |
|--------|-------------------|
| | B×Kt ³ |
| 19 P×B | Kt—R5 |

Position after Black's 19th move.



20 Q—Q3

If 20 Kt×P, B×P! &c.

But Hoffer suggests 20 B—K4 as affording temporary relief at least.

- | | |
|---------|--------------------|
| | P—KKt3 |
| 21 K—R1 | Q—Q4 |
| 22 Q—K4 | Q—R4 ¹ |
| 23 Q×BP | Q×P ch |
| 24 Q×Q | Kt×Q ¹⁴ |

This exchange of Queens settles matters.

- | | |
|-----------|--------------------|
| 25 KR—Q1 | KR—K1 |
| 26 B—Q3 | Kt×QP ² |
| 27 Kt—Kt3 | B—Kt2 |
| 28 QR—B1 | P—B4 |
| 29 Kt—B1 | QR—Q1 |
| 30 Kt—K3 | K—B1 |
| 31 B—B1 | B—R3 |
| 32 R—B3 | B×Kt ⁶ |
| 33 R×B | R×R |
| 34 P×R | Kt—K3 ⁷ |
| 35 R—B1 | R—Q4 |
| 36 P—B6 | P—Kt3 |
| 37 P—QR4 | R—K4 ⁸ |
| 38 R—B3 | R—K5 |
| 39 R—R3 | Kt—B4 ⁹ |
| 40 P—R5 | P×P |
| 41 R×P | R—QR5 ¹ |
| 42 R×R | Kt×R ²⁰ |
| 43 K—Kt2 | K—K2 ¹ |
| 44 K—B3 | Kt—B6 |

White resigns.

White's King is cut off, and Black's can therefore demolish the Q side Pawns. Hoffer calls this game 'the perfection of the modern style.'

GAME 87

Hungary (?)

PHILIDOR'S DEFENCE

White : Black :

CHAROUSEK MAKOVETZ

1 P—K₄ P—K₄

2 Kt—KB₃ P—Q₃

3 P—Q₄ P×P

3..Kt—KB₃ is the standard continuation nowadays.

4 Q×P

Morphy's favourite variation in the days when Black regularly played 3..P×P. It was Löwenthal who did most to demonstrate the superiority of 4 Kt×P.

B—Q₂

Morphy once (7th match-game with Löwenthal) played 4..B—K₃. Harrwitz again (6th match-game with Morphy) played 4..Kt—KB₃. But the ordinary defence was as in the text, or else 4..Kt—QB₃; 5 B—QKt₅, B—Q₂. See Game 90.

5 B—K₃

So as to be able to play Q—Q₂ when Black brings the QKt to B₃.

6 Q—Q₂ Kt—QB₃
7 B—Q₃ Kt—B₃
8 Kt—B₃ B—K₂
P—QR₃

Up to now both players have followed exactly an off-hand game Morphy—Boden in 1858 (*M.G.C.* 261). Boden here castled. Makovetz apparently prepares to attack White should he castle QR.

9 P—KR₃ Castles

Disregarding the obvious threat in White's last move.

10 P—KKt₄ P—QKt₄

11 Kt—K₂ P—Q₄

12 P×P Kt—Kt₅

Not, of course, Kt×QP because of 13 B×P ch. Black has sacrificed a Pawn for a speculative attack, which comes to nothing.

13 Kt—B₃ K—R₁

14 Castles QR P—B₄

Now if 14..Kt×QP; 15 Kt×Kt, Kt×Kt; 16 B—K₄, P—QB₃ (Kt×B?; 17 P×Kt); 17 B×Kt, &c.

15 P—Kt₅ KKt×P

16 Kt×Kt Kt×Kt

17 B—K₄ Kt×B

18 Q×Kt R—R₂

19 P—KR₄ Q—R₄

20 K—Kt₁ B—K₃

21 B—Q₅ B—Kt₅

Overlooking, or misjudging the strength of, White's reply.

Position after Black's 21st move.



22 Kt—K5 B×R
23 R×B Q—Q1

Preventing Kt×P ch.

24 Kt—B6 Q—B2
25 Kt×R Q×Kt
26 P—KB4 Q—Q2
27 Q—Q3 Q—Kt5
28 R—K1 P—B5
29 Q—K2 Q×Q
30 R×Q B—Q3

Black probably hoped to draw now, with the Queens off and Bishops of opposite colours. But he has a fatal weakness on the Q side. White plays, therefore, to block the King out of the game.

31 P—B5 P—R3
32 P—R4 B—B5
33 P—Kt6! BP×P
34 BP×P B—Q3
35 B—B7 B—Kt6
36 P—KR5 B—Q3

This leads to the complete tying up of all Black's pieces. There is, however, no way of avoiding it sooner or later.

19 37 R—K6 R—Q1
38 P—B3 P×P

Hara kiri!—but all that remains to him.

39 K—R2 P—R4
40 R—K4 Resigns.

Two Pawns must fall immediately, and eventually all three on the Q side. Makovetz rightly declines to prolong the agony.

GAME 88

Kassa 1892

GIUOCO PIANO

White :	Black :
ENGLÄNDER	CHAROUSEK

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 Castles	Kt—B3
5 P—Q3	P—Q3
6 P—KR3	

An old-fashioned move, for which there is no need. White plays a very timid game.

	Kt—K2
7 B—K3	B—Kt3
8 Kt—B3	P—B3
9 B—Kt3	P—KR3

This move, on the other hand, has an appreciable object, as appears at once.

- | | |
|-------------|---------|
| 10 Kt—K2 | P—Kt4 |
| 11 Kt—R2 | Kt—Kt3 |
| 12 Kt—Kt3 | Kt—B5 |
| 13 B×Kt? | KtP×B |
| 14 Kt—R5 | R—KKt1 |
| 15 Kt×Kt ch | Q×Kt |
| 16 K—R1 | B—Q2 |
| 17 Q—K2 | Castles |

Black has now a fine offensive position, as frequently happens when White plays a purely defensive game.

- | | |
|-----------|--------|
| 18 Kt—B3 | Q—Kt3 |
| 19 R—KKt1 | Q—R4 |
| 20 QR—K1 | R—Kt2 |
| 21 P—B3 | QR—Kt1 |
| 22 B—Q1 | QB×P! |

White's last move was a good one, in so far as it enabled him to fight for another dozen moves; but the attack is irresistible nevertheless.

- | | |
|-------------|---------|
| 23 P×B | Q×P ch |
| 24 Kt—R2 | R—Kt7 |
| 25 Q—Kt4 ch | QR×Q |
| 26 B×R ch | R×B |
| 27 R×R | B×P |
| 28 R—Kt8 ch | K—B2 |
| 29 R—K2 | B—Kt6 |
| 30 R—Kt7 | B×Kt |
| 31 R×B | Q—B8 ch |
| 32 R—Kt1 | Q×P |
| 33 R—K1 | P—Q4 |
| 34 P×P | P—K5 |

White resigns.

GAME 89

Kassa, 1892

BISHOP'S GAMBIT

- | White : | Black : |
|-----------|-----------|
| CHAROUSEK | ENGLÄNDER |
| 1 P—K4 | P—K4 |
| 2 P—KB4 | P×P |
| 3 B—B4 | Kt—QB3 |
| 4 P—Q4 | P—KKt4 |

See Game 21.

- | | |
|----------|---------|
| 5 P—KR4 | B—Kt2 |
| 6 P×P | Q×P |
| 7 Kt—K2 | B—B3 |
| 8 QB×P | Q×P |
| 9 R—Kt1 | Q×P |
| 10 Kt—B3 | Q—B4 |
| 11 Kt—Q5 | B—R5 ch |
| 12 B—Kt3 | B×B ch |
| 13 Kt×B | Q—K3 ch |
| 14 K—B2 | K—Q1 |
| 15 Q—Q2 | KKt—K2 |

All book hitherto, being a variation dating from the early seventies. The text-move is inferior to 15.. P—Q3, and if 16 QR—K1, Q—R3

- | | |
|----------|--------|
| 16 QR—K1 | Q—Q3 |
| 17 Q—Kt5 | Q—Kt3 |
| 18 Q—R4 | Q×P ch |

Black swallows the bait and is soon made aware of the fact.

- | | |
|----------|-------|
| 19 K—B3 | R—K1 |
| 20 Kt×Kt | Kt×Kt |

21 R×Kt R×R
22 R—K1 P—QB3
23 Q×R ch K—B2
24 Q—K5 ch K—Kt3

P—K3 was much better.

25 Q—B5 ch K—B2
26 Kt—B5 P—Kt4
27 Q—Q6 ch K—Kt3
28 Kt—K3 Q—Kt3
29 Kt—Q5 ch K—R3
30 B×P ch K×B
31 Q—Kt4 ch K—R3
32 Kt—B7 mate

GAME 90

Kassa, (?)

PHILIDOR'S DEFENCE

White : **Black :**

CHAROUSEK ENGLÄNDER

1 P—K4 P—K4
2 Kt—KB3 P—Q3
3 P—Q4 P×P
4 Q×P Kt—QB3

See the notes on Game 87.

5 B—QKt5 B—Q2
6 B×Kt B×B
7 B—Kt5 P—B3

The move which Harrwitz made against Morphy in their 4th match-game and which Baucher played against the blindfolded Morphy at the Café de la Régence exhibition on September 27, 1858. It is inferior to 7..Kt—B3.

8 B—R4

Steinitz prefers B—K3

Q—K2

Harrwitz played 8..Kt—R3 ; 9 Kt—B3, Q—Q2 ?, soon getting a bad game. Baucher played 8..Kt—R3 ; 9 Kt—B3, B—K2, which is better, but soon after made the same mistake of moving his Q to Q2, a square required for the QB.

9 Kt—B3 P—KR3
10 Castles QR P—KKt4
11 B—Kt3 B—Kt2
12 Q—Q3 Castles
13 Kt—Q4 Q—K1

B—Q2 was necessary. White's Knight comes in at B5 with terrific effect.

14 Kt—B5 Q—B2

And now B—B1 was better.

15 B×P B—B1

If P×B, 16 Q×P wins.

16 Q—R3 B—Q2
17 B×B Q×B
18 Q—K3 K—Kt1
19 R—Q3 B×Kt
20 P×B Kt—K2
21 R×R ch Q×R
22 R—Q1 Q—KB1
23 Kt—Kt5 P—Kt3

Kt—B3 was better.

24 Q—QB3 Q—B1
25 P—KKt4 P—R3

26 Kt—Q4 R—Q1
27 R—K1 Kt—Q4

R×Kt was the only way to prolong the game.

28 Kt—B6 ch K—R1
29 Q—Q3 Resigns.

If 29..R—Q2, 30 R—K8!

GAME 91

Kassa, 1892

KING'S KNIGHT GAMBIT

White : Black :

TYRNAUER CHAROUSEK

1 P—K4 P—K4
2 P—KB4 P×P
3 Kt—KB3 B—K2
4 B—B4 B—R5 ch
5 P—Kt3

The Three Pawns Gambit variation of the Cunningham.

6 Castles P×P
7 K—R1 B—B3

P—Q4 at once was usual in the days when this gambit was played. The text-move occurred in a game von der Lasa—Herr J. (G. Selkirk's *Book of Chess*, 1868), when after 8 Kt—K5, Black played B×Kt and was mated on the 20th move.

8 Kt—K5 P—Q4

This is Black's best move.

9 B×P B×Kt
10 Q—R5 Q—Q3
11 R×P

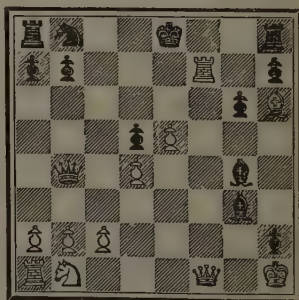
After 11 Q×P ch, K—Q1 ; 12 Q—B8 ch, Q×Q ; 13 R×Q ch, K—Q2 ; 14 R×Kt, Hoffer (*Field*, Dec. 3, 1904) says that White has regained the piece with a better position. But Black's Pawns are certainly not negligible.

12 Q—B3 P—KKt3
13 P—Q4 Kt—KR3
14 Q—B2 B—Kt5

He should have played 14 Q—B1 and if Kt×R, 15 Q×Kt ch, K—Q sq ; 16 B×P.

15 Q—B1 B—Kt6
16 B×Kt P—B3
17 P—K5 Q—Kt5

Position after Black's 17th move.



18 P—B3

Hoffer suggests 18 Kt—B3, against which he claims the

following to be the most favourable variation for Black :
 18..Q×QP; 19 R—B8 ch,
 R×R; 20 Q×R ch, K—Q2;
 21 Q—B7 ch, K—B3; 22 Q—
 B6 ch, K—Q2; 23 Q—B7 ch
 and draws by perpetual check.
 18..Q×KtP, 18..Kt—B3 or
 Q2, and 18..B—B4 all lead to
 a speedy win for White.

	Q×KtP
19 Q—B6	Kt—B3
20 B—Kt5	B—B6 ch!
21 Q×B	Q×R
22 R×KtP	R—KB1
23 B—B6	

If 23 Q×B, R—B8 ch; 24
 K×P, Q×P ch; 25 K—
 R3, R—R8 ch; 26 K—Kt 4,
 Q—K7 ch; 27 Q—B3, P—
 R4 ch, and White's Queen is
 lost.

	R—QKt1
24 R×R ch	Kt×R
25 Q—Q3	Kt—Q2
26 Q—Kt5	R×B
27 P×R	Q×RP
28 P—B7 ch	K—B1

White resigns.

GAME 92

Kassa, April 1893

DANISH GAMBIT

White :

Black :

CHAROUSEK

WOLLNER

1 P—K4

P—K4

2 P—Q4

P×P

3 P—QB3	P×P
4 B—QB4	Kt—KB3
5 Kt—B3	B—B4?

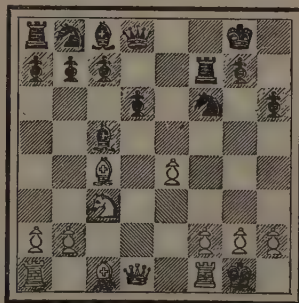
The right course is 5..Kt×
 P, and if 6 Castles, P—QB3;
 7 R—K1, P—Q4; 8 Kt×
 P, P—KB4; 9 Kt×Kt, BP
 ×Kt; 10 R×P ch, B—K2+.
 White in the present game
 brings off the trick, well
 known to players of the
 Danish Gambit, of trans-
 posing moves in the open-
 ing to confuse his opponent.
 Thus he escapes the variation
 5 Kt×P, Kt—B3; 6 Kt—
 B3, B—Kt5, which yields
 Black an excellent game.

6 Kt×P	P—Q3
7 Castles	Castles
8 Kt—KKt5	P—KR3?

Playing White's game by
 wasting time. Kt—B3 is
 necessary.

9 Kt×P	R×Kt
--------	------

Position after Black's 9th
 move.



10 P—K5 Kt—Kt5

If Kt—K1, 11 B—K3, with
P—K6 to follow.

11 P—K6 Q—R5

If 11..QB×P, then B×B,
Q—R5; 13 B×R ch, K×
B; 14 Q—B3 ch, K—Kt1,
15 P—KR3 and wins. If
11..R—K2, 12 Q×Kt, with
a crushing attack. And if
11..R×P, 12 P—K7 dis.
ch, R—B2 dis. ch; 13 K—
R1, &c..

12 P×R ch K—B1
13 B—B4 Kt×BP
14 Q—K2 Kt—Kt5 dis. ch
15 K—R1 B—Q2
16 QR—K1 Kt—QB3
17 Q—K8 ch R×Q
18 P×R(Q) ch B×Q
19 B×P dbl. ch Mate.

as here, to a kind of King's
Gambit Deferred.

Kt—KB3

In Game 94 Charousek, as
Black, plays Kt—QB3.

3 P—KB4 P—Q3

Declining the gambit.
Blackburne, playing Black
against Alapin, Ostend, 1905,
continued 3..P—Q4; 4 BP×
P, Kt×P; 5 P—Q3, Kt—
Kt4; 6 P—Q4, Kt—K5.
If 3..Kt×P; 4 P—Q3,
Kt—B4; 5 P×P, P—Q4;
6 P—Q4, Kt—K5, the same
position is reached. Or Black
may play 6..Kt—K3.

4 QKt—B3 B—Kt5
5 P—KR3 B×Kt
6 B×B Kt—B3
7 Castles B—K2
8 B—B4 Kt—Q5
9 P—Q3 P—B3
10 B—K3 Kt—K3
11 Kt—K2 P—QR3?

Part of some idea which
never matures.

GAME 93

Kassa, April 1894

ALAPIN'S OPENING

White : Black :

CHAROUSEK ENGLÄNDER

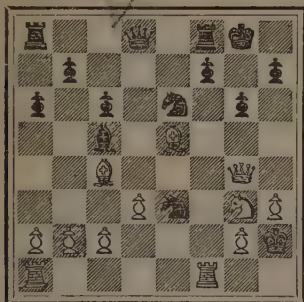
1 P—K4 P—K4
2 Kt—K2

12 Kt—Kt3 P×P
13 B×P P—Q4
14 P×P Kt×P
15 B—K5 Castles
16 Q—R5 B—B4 ch
17 K—R2 P—KKt3
18 Q—Kt4! Kt—K6

Seldom adopted in a serious
game by anyone but its
supposed inventor, Simon
Alapin. It frequently leads,

Allowing the carrying out of
a very beautiful combination
which Charousek had planned
on his 16th move.

Position after Black's 18th move.



- 19 Q×Kt! Kt×R ch
- 20 R×Kt P×Q
- 21 B×P ch R—B2
- 22 R×R Q—K1!
- 23 R—B6dis ch K—Kt2
- 24 R—B4dis ch K—R3
- 25 R—R4 ch K—Kt4
- 26 R—Kt4 ch K—R3
- 27 Kt—B5 ch P×Kt
- 28 B—B4 ch K—R4
- 29 R—Kt5 ch K—R3
- 30 R—Kt8 dis ch K—R4
- 31 P—Kt4 ch P×P
- 32 B×P ch K—R5
- 33 B—Kt3 Mate.

GAME 94

Hungary, (?)

ALAPIN'S OPENING

White :

Black :

PAPP

CHAROUSEK

- 1 P—K4 P—K4
- 2 Kt—K2 Kt—QB3
- 3 P—QB3

Perhaps the best move is 3 P—Q4, after which the game may be converted into a Scotch. Alapin himself has tried 3 QKt—B3; which has the advantage, lacking in the text-move, of preventing 3..P—Q4. 3 P—KB4 may of course be tried in this variation too, and yields some interesting continuations. The following I owe to the suggestion of Mr. J. H. White: 3 P—KB4, P×P; 4 Kt×P, Kt—B3; 5 Kt—B3, B—Kt5; 6 P—Q3, P—Q4; 7 P×P, Kt—Q5; 8 B—K2, Castles; 9 Castles, B×Kt; 10 P×B, Kt×B ch; 11 Q×Kt, Kt×P; 12 Kt×Kt, Q×Kt; 13 B—R3, R—Q1. Or perhaps at move 6..Castles; 7 B—K2, P—Q4.

- | | |
|----------|---------|
| | P—Q4! |
| 4 P×P | Q×P |
| 5 P—Q4 | P×P |
| 6 P×P | B—KKt5 |
| 7 B—K3 | Castles |
| 8 QKt—B3 | B—Kt5 |

Black has now a much superior position.

- 9 Q—Q2 QB×Kt
- 10 B×B Q×KtP
- 11 Castles B×Kt
- 12 Q×B

P×B was much better, strengthening the QP.

KKt—K2

13 QR—Kt1

As he cannot follow up with
14 R×P, this is mere waste
of time.

	Q—Q4
14 B—QB4	Q—B6
15 R—Q1	Kt—Q4
16 B×Kt	Q×B
17 K—Kt1	R—Q2
18 KR—Kt1	P—B4
19 P—B4	R—K1
20 K—R1	QR—K2
21 R—Kt3	R—K5
22 P—QR3	

P—KR4 was compulsory, to
stop Black's next crushing
move.

P—KKt4

White resigns.

For if 23 R—B3, P×P; 24
B×P, R×P, &c.

GAME 95*Budapest, 1896***RUY LOPEZ****White : Black :****MAKOVETZ CHAROUSEK**

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	B—B4

Hoffer remarked : ' If 3...B—
B4 could be played safely,

it would have put an end
to the Ruy Lopez long ago ! '
Yet there are many still
who hold that it can be played
safely, in conjunction with
4 (P—B3,) P—B4, which it
is interesting to find Charou-
sek playing here.

4 P—B3	P—B4
5 P—Q3	

This is not White's best
continuation, though there
is no general agreement as
to which is the best, 5 P—
Q4, 5 P×P, and 5 Kt×P
(or 5 B×Kt, QP×B; 6
Kt×P) all having support.

	Kt—B3
6 B—QB4	P—Q3
7 Castles	P—B5

A more modern line of play
is to exchange this Pawn
off, preferably on move 5.
Charousek's position after the
text-move is not all that
might be desired.

8 P—QKt4	B—Kt3
9 P—QR4	P—QR3
10 QKt—Q2	Q—K2
11 Q—Kt3	Kt—Q1
12 P—Q4	P—KR4
13 Kt—R4	

Hoffer suggests 13 P×P,
P×P; 14 Kt×P, Q×Kt;
15 Kt—B3, Q—K2; 16 P—
K5, Kt—Kt5; 17 B×P,

with two Pawns for the piece and a fine open game; or else 13 P×P, P×P,; 14 P—R₄, followed by Kt—Kt₅.

14 P×P R—R₃
15 B—R₃ P×P
P—Kt₄

A counter on the K side is obviously the right policy against White's Q side concentration.

16 Kt—B₅ B×Kt
17 P×B P—Kt₅
18 P—Kt₅ Q—Kt₂
19 QR—K₁ Kt—Q₂
20 P—R₅

B—K₆ is worth consideration.

21 P×B P×P

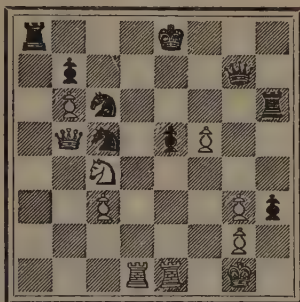
B×P is sounder.

22 Kt×P P×B
P—B₄

Good. If in reply 23 Kt×P, Kt×Kt; 24 Q—Q₅, Kt—B₃; 25 B×P, R—Q₁, and Black can safely proceed with his assault on the K side.

23 R—Q₁ P—R₅
24 KR—K₁ P—Kt₆
25 B×P P—R₆
26 BP×P BP×P
27 RP×P Kt×B
28 Q—Kt₅ ch Kt—B₃

Position after Black's 28th move.



29 R×P ch

The correct move was 29 Kt×P, to which there is no satisfactory reply. The text-move allows Charousek to bring off a 'brilliancy.'

Q×R!
30 Kt×Q P—R₇ ch
31 K—R₁

If 31 K—B₂, Kt—K₅ ch;
32 K—B₃, Kt×BP, and Black must win. But now there is no escape from a mate.

Kt—K₅

White resigns.

GAME 96

Budapest, 1896

RUY LOPEZ

White :	Black :
WOLFF	CHAROUSEK
1 P—K ₄	P—K ₄
2 Kt—KB ₃	Kt—QB ₃
3 B—Kt ₅	P—KKt ₃

See Games 14 and 69. Wolff's reply to this move is tame, and decidedly inferior to either 4 P-Q4 or 4 P-B3. It was played, however, by Walbrodt.

- 4 P-Q3 B-Kt2
5 Kt-B3 P-Q3
6 Kt-K2

Not a promising scheme, seeing that the square KB5 is closed to the Knight. White's play is too slow and Black is enabled to get a much better game than usual with the Fianchetto Defence.

- 7 Kt-Kt3 Kt-B3
8 P-B3 Castles
9 Q-K2 P-Q4
10 Castles Q-Q3
11 B-K3 B-K3

11 B×Kt, P×B; 12 Kt×P would be met not by Q×Kt (allowing 13 P-KB4), but by Kt×P.

- 12 QR-Q1 Kt-KKt5
13 B-B1 P-B4
14 Kt-R1 P-B5
15 B-R4 P-QR3
16 B-B2 P-QKt4

More waste of time.

- 17 B-Kt3 P-Q5
18 Kt×QP QR-Q1

Now White makes an unsound combination which brings him to disaster.

- 19 Q×Kt P×Kt
20 P×B B×B
P-B6!

This is the move which upsets White's calculations.

- 21 KtP×P Kt-K4
22 Q-R3 Kt×P ch
23 K-Kt2 R-B3

The Rook is destined to be very useful on this rank.

- 24 P×P QR-KB1
25 P-Q5

Not 25 P-K5, because of the reply Q-Q4!

- 26 Q-Kt3 P-Kt4
27 P-R3 Q-Q2
28 P-Q4 R-R3
29 R×B B×P
30 P-B3 Kt×R
31 Q-Kt4 R-Kt3
32 Kt-Kt3 Q-B2
33 P-Kt4 P-R3
34 K-B2 K-R2
R-KB3

White resigns.

GAME 97

Budapest, 1896

TWO KNIGHTS' DEFENCE

- | White : | Black : |
|----------|-----------|
| HERMANN | CHAROUSEK |
| 1 P-K4 | P-K4 |
| 2 Kt-KB3 | Kt-QB3 |
| 3 B-B4 | Kt-B3 |
| 4 Kt-B3 | |

In the *Magyar Sakkusjäg*, the magazine which he edited in conjunction with Maroczy, Charousek wrote an article in defence of this move, which was formerly condemned, but which he held not to be disadvantageous to White. The gist of the argument is that, in answer to 4..Kt×P; 5 Kt×Kt, P—Q4, White's move is 6 B—Q3. If now 6..P—B4; 7 B—Kt5, BP×Kt (QP×Kt is inferior because of 8 Kt×P, Q—Q3!; 9 Kt×Kt, P×Kt; 10 B—K2, B—K3; 11 P—Q3+); 8 Kt×P, Q—B3!; 9 P—Q4, with a level game. And if 6..P×Kt, 7 B×P, B—Q3; 8 P—Q4!, P×P; 9 Kt×P, Kt×Kt; 10 Q×Kt, Castles; 11 B—K3—or 9..B—Kt5 ch; 10 P—B3, Kt×Kt; 11 Q—R4 ch. In both these variations White has a good game. See *British Chess Magazine*, 1897, pp. 432-3.

	Kt×P
5 Kt×Kt	P—Q4
6 B×P	Q×B
7 Kt—B3	Q—Q1

7..Q—R4 is sometimes played, as in the similar position in the Centre Counter; but there, it must be noted, Black's QBP is not shut in by the Knight.

8 Castles	B—Q3
-----------	------

9 P—Q3	Castles
10 P—KR3	

Unnecessary. The pin should be prevented rather by 10 Kt—K1, making way for P—B4 to meet Black's obviously impending advance.

	P—B4
11 R—K1	B—Q2
12 Q—K2	Q—K1
13 B—K3?	Q—Kt3
14 K—R1	P—B5
15 B—Q2	Kt—Q5
16 Kt×Kt	P×Kt
17 Kt—K4	P—B6
18 P×P	

This loses at once, whereas 18 Q—B1 offered prospects of a much stouter resistance. Charousek now finishes the game very neatly.

	B×P
19 R—KKt1	Q—R4
20 R—Kt5	Q—R5
21 K—Kt1	<u>B—R7 ch</u>
22 K—R1	<u>B—B8!</u>
23 Q—Q1	<u> </u>

Naturally he must not block his King's flight-square by capturing. And if Q—K1, Charousek's next move is equally effective.

B—K7!

White resigns.

For if 24 Q×B, B—Kt6 dis. ch—and again the flight-square is blocked.

GAME 98

Nuremberg, 1896

TWO KNIGHTS'
DEFENCE

White : Black :

SCHALLOPP CHAROUSEK

1 P—K ₄	P—K ₄
2 Kt—KB ₃	Kt—QB ₃
3 B—B ₄	Kt—B ₃
4 P—Q ₄	P×P
5 Castles	B—K ₂

There is a considerable divergence of opinion as to Black's right move here. Kt×P gives the most complicated, P—Q₃ the safest, game, while B—B₄ invited the Max Lange. Steinitz disapproved of the text-move.

6 P—K₅

Morphy in a game against Arnous de Rivière continued 6 Kt×P (*M.G.C.* 297). Tchi-gorin suggests 6 R—K₁, with the continuation 6..Castles ; 7 Kt×P, Kt×P ; 8 R×Kt, P—Q₄ ; 9 B×P.

	Kt—K ₅
7 Kt×P	Castles

If 7..Kt×P, 8 Kt—B₅, Castles ; 9 Q—Q₄, Kt×B ; 10 Q×KKt, with advantage to White.

8 R—K ₁	P—Q ₄
9 Kt×Kt	P×Kt

10 B—Q ₃	P—KB₄
11 P—KB ₄	P—Kt ₄ !
12 B×Kt	BP×B
13 P—KKt ₃	P×P
14 B×P	

If 14 P×P, B—B₄ ch ; 15 K—R₁, Q—R₅, with an even stronger game than Black actually got.

	B—B₄ ch
15 K—R ₁	R×B !
16 P×R	Q—R ₅
17 R—B ₁	

Hoffer suggested 17 R—Kt₁ ch, B×R ; 18 Q×B ch, and if either K—R₁ or B—Kt₅, 19 Q—Kt₃.

	B—KKt ₅
18 R—Kt ₁	B×R
19 Q×KB	K—R ₁
20 Kt—Q ₂	

Q—Kt₃ is still playable.R—KKt₁21 Q—Q₄

And now either Q—K₃ or Q—Kt₃ is necessary, preferably the former.

	P—B ₄
22 Q—K ₃	P—Q ₅
23 Q×KP	Q—B₇
24 Q—Kt ₂	Q×Kt !

White resigns.

This game is wrongly ascribed in Cook's *Compendium* to the Nuremberg Tourney. In their tourney game at Nuremberg Schalloppe beat Charousek (Game 10).

GAME 99

Nuremberg, 1896

BISHOP'S GAMBIT

White : **Black :**

CHAROUSEK PORGES

1 P—K4 P—K4
2 P—KB4 P×P
3 B—B4 Kt—KB3
4 Kt—QB3 B—Kt5

More usual is 4..Kt—B3, to which White replies with Kt—B3. Black delays the development of his QKt unduly in the present game.

5 KKt—K2 Castles
6 Castles Kt×P
7 Kt×Kt P—Q4
8 B×P Q×B
9 P—Q3 B—KB4

B—Kt5 would be more effective.

10 Kt×P Q—Q5 ch
11 Kt—B2 Q—Q2
12 Kt—R5

Possibly he contemplates Kt—Kt3; but Black's 13th move causes him to change his mind.

13 P—KR3 B—B4
14 Kt—B4 B—KKt3
15 P—B3 Kt—B3
16 P—Q4 QR—K1
17 Kt×B B—Q3
BP×Kt

An end-game struggle is foreshadowed, in which White has a considerable advantage in Pawn-position.

18 B—Q2 Q—K3
19 Q—B2 Q—B5

As though to invite White to offer the exchange of Queens! Why not R—K7 at once?

20 Q—Q3 Q×Q
21 Kt×Q R—K7
22 R×R ch K×R
23 R—Q1 Kt—K2
24 K—B1 R—K5
25 R—K1 R×R ch
26 K×R K—B2
27 B—B4 K—K3
28 K—K2 B×B

After White's 27th move Black cannot avoid an end-game with Knights and Pawns only, and it is better for him to capture first, so as to get his King farther up the board.

29 Kt×B ch K—B4
30 K—B3 P—KR4?

Almost the worst move he could make. It plays White's game and makes probable a victory which otherwise might have been very hard to gain.

31 P—Kt4 ch P×P ch
32 P×P ch K—B3
33 K—K4 K—Kt4

- 34 Kt—K6 ch K×P
 35 Kt×BP P—KKt4
 36 P—Q5 K—R6
 37 P—Q6 Kt—B3
 38 Kt—K6 P—Kt5
 39 Kt×P! P—Kt6
 40 Kt—R5 P—Kt7
 41 Kt—B4 ch K—R7
 42 Kt—K2

Charousek's play with the Knight is very instructive. By its means he takes Black's King as far away as the 8th rank.

- P—Kt8 (Q)
 43 Kt×Q K×Kt
 44 P—Q7 K—B7
 45 K—Q5 Kt—Q1
 46 K—Q6 P—Kt4
 47 P—R4! P×P
 48 P—B4 K—K6
 49 P—B5 Kt—Kt2 ch
 50 K—Q5 Resigns.

GAME 100

Vienna 1896

QUEEN'S GAMBIT DECLINED

White : Black :

FÄHNDRICH CHAROUSEK

- 1 P—Q4 P—Q4
 2 P—QB4 P—K3
 3 Kt—QB3 B—K2
 4 Kt—B3 Kt—KB3
 5 B—Kt5 P×P

A late acceptance of the Gambit, no doubt for the sake of variety. It saves White a move with the Bishop, as compared with the normal defence of the Gambit Declined ; but Charousek takes care, by his next two moves, to prevent White having a strong centre.

- 6 P—K3 P—B4
 7 B×P P×P
 8 P×P Castles
 9 Castles Kt—B3

This stops White from trying to exchange his isolated Pawn ; for if 10 P—Q5, Kt—QR4.

- 10 Q—Q2 Q—R4
 11 QR—Q1 R—Q1
 12 KR—K1

Now is the time for Q—B4, which he plays later with less effect, though it is still the best move.

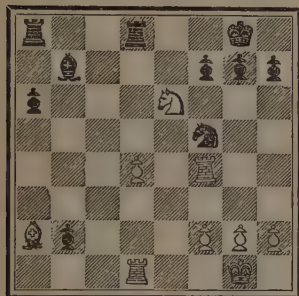
- P—QR3
 13 P—QR3 P—Kt4
 14 B—R2 B—Kt2
 15 Q—B4 P—Kt5
 16 Kt—K4

If 16 P×P, Kt×P, followed by B×Kt.

- Kt×Kt
 17 R×Kt P×P
 18 B×B Kt×B
 19 Kt—Kt5 Q—KB4
 20 Q×Q Kt×Q
 21 R—B4 P×P
 22 Kt×KP

White's game now depends on the success of this combination—which is unsound.

Position after White's 22nd move.



23 B×P ch P×Kt 3
24 B×Kt K—R1 4

If 24 R×Kt, R×P!

25 P—Kt3 R—KB1 5
26 B—K4 P—Kt4
27 B×B R×R 6
28 R—Kt1 R×QP 7
R—QKt1 8

White resigns.

GAME 101

Berlin, January 22, 1897

EVANS GAMBIT

White : **Black :**

CHAROUSEK K.V.

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3

3 B—B4 B—B4
4 P—QKt4 B×P
5 P—B3 B—R4
6 P—Q4 P×P
7 Castles P×P

Modern examples of the Compromised Defence are rare; and Black here shows his slight acquaintance with it by a mistake on the very next move.

8 Q—Kt3 P—Q4

Losing two Pawns. Q—B3 is the move.

9 B×P B—K3
10 B×B P×B
11 Q×P ch KKt—K2
12 Kt—Kt5 Kt—Q5
13 Q—B7 ch K—Q2
14 R—Q1 ?

Now White loses valuable time, as his next move shows. Why not 14 B—K3 ?

K—B1 !
15 R—B1 Kt—B7
16 B—R3 Kt—B3
17 QKt×P Kt×R
18 R—Q1 Q×Kt

18.. B×Kt; 19 R×Q ch, R×R would have left White's Queen facing fearful odds.

19 Kt—Q5 Kt—B7
20 Kt—K7 ch Kt×Kt
21 B×Kt Q—Kt4
22 P—QR4 Q—K7
23 Q—Q5 P—B3

A final blunder. 23..B—Q7 would have forced White to play 24 Q×B, exchanging Queens and losing; or 24 R—Kt1, Kt—Kt5, &c. After the text-move, White mated in three. The game was obviously a 'skittle.'

GAME 102

Berlin, February 1897

RUY LOPEZ

White :

Black :

RICHTER

CHAROUSEK

- | | |
|-----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—Kt5 | Kt—B3 |
| 4 Castles | Kt×P |
| 5 P—Q4 | Kt—Q3 |
| 6 B×Kt | KtP×B |

Though it resembles Lasker's 'Common Sense' defence, this is inferior to 6..QP×B, the usual move here. White also, on his next move, departs from the ordinary line.

- | | |
|-----------|---------|
| 7 Kt×P | B—K2 |
| 8 Kt—QB3 | Castles |
| 9 P—B4 | P—B3 |
| 10 Kt—B3 | Kt—B2 |
| 11 Kt—K2 | P—Q4 |
| 12 Kt—Kt3 | Kt—Q3 |
| 13 Q—Q3 | B—Kt2 |
| 14 P—Kt3! | P—QB4 |
| 15 B—Kt2 | Kt—K5 |

- | | |
|----------|-------|
| 16 Kt—B5 | P×P |
| 17 KKt×P | B—B4 |
| 18 K—R1 | Q—Q2 |
| 19 Q—R3 | QR—Q1 |

Overlooking the force of White's reply. 19..K—R1 was necessary.

- | | |
|-------------|-------|
| 20 Kt—K6! | B—B1 |
| 21 Q—Kt4! | P—Kt3 |
| 22 Kt—R6 ch | K—R1 |
| 23 P—B5 | QR—K1 |

23..P×P; 24 Kt×P, R—Kt1; 25 Q×Kt! was immediately fatal.

- | | |
|-----------|--------|
| 24 Kt×R | B×Kt |
| 25 Q—R4 | P—Kt4 |
| 26 Q—R5 | P—Q5 |
| 27 Kt—Kt4 | P—B4 |
| 28 QR—K1 | B—QR3 |
| 29 P—B4 | B—QKt2 |

Naturally he cannot play 29..P×P i.p.

30 K—Kt1

Preparing for Kt—B2.

- | | |
|----------|--------|
| | R—K2 |
| 31 B—B1 | B—Kt2 |
| 32 Kt—B2 | Kt—Q3 |
| 33 R×R | Q×R |
| 34 Kt—Q3 | Q—K5 |
| 35 Q—B3 | Q×Q |
| 36 P×Q | Kt×KBP |
| 37 Kt×P | B—B3 |
| 38 Kt—K6 | B—Q2 |
| 39 Kt×B | K×Kt |
| 40 K—B2 | K—B2 |

41 R—K1 B—B3
 42 B—R3 P—QR3
 43 B—B5 Kt—R5
 44 R—K7 ch Resigns.

This game was no doubt also a 'skittle,' being played at the Kaiserhof.

GAME 103

Budapest, March 1897

RUY LOPEZ

White : **Black :**

MAKOVETZ CHAROUSEK

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—Kt5 P—QR3
 4 B—R4 Kt—B3
 5 Castles B—K2
 6 Kt—B3

A good move, perhaps the strongest at this stage.

P—Q3

P—QKt4 is usually played first.

7 P—Q4 Kt—Q2

Morphy (blindfold) against Catley, in 1859, played P—QKt4 now. The text-move, played by Tchigorin in a similar variation to this (see Game 146, first note), and by Tarrasch in another form of the opening (see his game against Marco, Hastings,

1895), attracted Charousek's attention. Compare Game 71.

8 Kt—K2

By 8 P—Q5, QKt—Kt1; 9 B—K3 White could have given Black a very cramped game, a possible continuation being 9..P—QKt4; 10 B—Kt3, Kt—Kt3; 11 Q—Q2, QKt—Q2; 12 Kt—K1, with good attacking prospects. Another line for White is 8 P—QR3, to prevent the manœuvre actually adopted by Black in this game.

P—QKt4
 9 B—Kt3 Kt—R4
 10 Kt—Kt3 Castles
 11 P—B3 Kt×B

This drawing of White's principal tooth in the Lopez, when it can be successfully performed, generally shows something wrong in White's development.

12 P×Kt B—B3
 13 Kt—K1

If P—Q5 is to be played at all, it would seem advisable now rather than on the 15th move, when Black's KB has an open diagonal. But 13 B—K3 is probably a better move.

P×P
 14 P×P P—B4
 15 P—Q5 R—K1

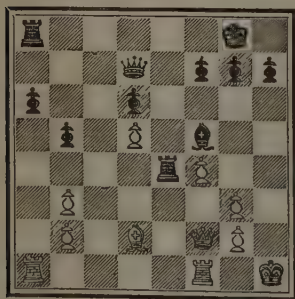
Now Black proceeds to win a Pawn, though White could have held on to it by 16 P—B3.

16 P—B4	B—Q5 ch
17 K—R1	Kt—B3
18 Kt—B2	Kt×KP
19 Kt×B	Kt×Kt ch
20 P×Kt	P×Kt
21 Q×P	B—B4
22 B—Q2	

22 B—K3, R—K5; 23 Q—Q2 offered better drawing chances.

	R—K5
23 Q—B2	Q—Q2

Position after Black's 23rd move.



Preparing to attack the hostile QP, which cannot well be saved; for if, e.g., 24 QR—Q1, QR—K1 (not B—Kt5, because of 25 QR—K1, QR—K1; 26 R×R, R×R; 27 R—K1); 25

KR—K1, R×R ch; 26 B×R, B—K5; 27 K—R2, Q—B4; 28 Q—Q4, Q—R4 ch; 29 K—Kt1, B×QP; 30 Q×B, Q×Q; 31 R×Q, R×B ch. If, instead of 25 KR—K1, 25 B—B3, R—K7; 26 Q—Q4, P—B3; 27 KR—K1, B—B7; 28 R×R, R×R; 29 R—K1, R×R ch; 30 B×R, B×P; 31 Q—K4; Q—B2; or 31 Q—Kt6, B×P, &c.

24 KR—K1	Q—Kt2
25 B—B3	

25 P—KKt4, R×R ch; 26 R×R, B×P; 27 Q—Q4 is Hoffer's suggestion.

	Q×P
26 QR—Q1	Q—K3
27 R×R	B×R
28 K—Kt1	P—Q4
29 P—QKt4	Q—Kt5
30 R—R1	P—KR4
31 K—R2	P—B3
32 B—Q4?	

White's last chance was 32 R—K1, with intent to challenge exchange of Queens.

R—QB1

33 B—B5

R×P would of course be fatal, R—B7 finishing the game.

	R—B3
34 R—K1	P—B4
35 R—QB1	K—R2
36 R—K1	R—R3

37 B—K7 P—Q5
38 R—QB1

If 38 B—R4, R—QB3; 39 R—K2, P—Q6; 40 R—Q2, R—B7, and wins. And if 38 Q×P, P—R5; 39 B×P, R×B ch, and wins.

39 K—Kt1 R—K3
40 B—B5 P—R5
41 P×P B—R1
42 Q—B1 R—K7
43 B—B2 R×P
44 R—Q1 B×P

White resigns.

GAME 104

Budapest, 1897

VIENNA GAME

White : Black :

CHAROUSEK MAKOVETZ

1 P—K4 P—K4
2 Kt—QB3 Kt—KB3
3 B—B4 B—B4
4 P—Q3 P—B3

The usual move is P—Q3, P—B3 often following later. The transposition has the effect of stopping the so-called 'gambit continuation' of the Vienna.

5 B—KKt5

If 5 P—B4, B×Kt; 6 R×B, Q—Kt3.

P—Q3
6 Kt—B3 B—K3
7 B—Kt3 QKt—Q2
8 Castles Castles
9 P—Q4 ?

This gives White the inferior game. 9 Kt—K2 seems best.

P×P
10 Kt×P B×B
11 RP×B Q—K1
12 Kt—B5 Q—K4
13 Q—B3 P—KKt3
14 B—B4

If 14 B×Kt, Kt×B; 15 Kt—Kt3, Black will be able eventually to mass heavy forces against the KP. But so he does in the actual game. White's weak point is the insecurity of his Knights' positions.

Q—K3
15 Kt—Kt3 P—QKt4
16 B—K3 P—Kt5
17 Kt—Kt1 P—KR4
18 Kt—Q2 KR—K1
19 B×B

It is difficult to suggest anything better.

Kt×B
20 KR—K1 P—R5

Makovetz ultimately won—the only example in the present collection of a victory for him over Charousek.

GAME 105*Budapest, 1897***FRENCH DEFENCE**

White : **Black :**
MAKOVETZ **CHAROUSEK**

1 P—K4 P—K3
 2 P—Q4 P—Q4
 3 Kt—QB3 Kt—KB3
 4 P—K5 KKt—Q2
 5 P—B4 P—QB4
 6 Kt—Kt5 ?

P×P is necessary. The text-move gives Black the upper hand at once.

7 Kt—Q6 ch P—QR3
 8 P×B B×Kt
 9 Kt—B3 Kt—QB3
 10 Kt×P P×P
 11 B—K3 Q—Kt3
 12 Kt—B5 Kt—B3
 13 B—Q2 Q—R4 ch
 14 Kt×P ch Q—R5
 15 Kt—R5 K—B1
 16 K—B2 Q—K5 ch
 17 K—K1 Q—Q5 ch
 Kt—K5

After this there is no saving the game for White.

18 Q—K2 Q×P
 19 R—Q1 Kt—Q5
 20 Q—Q3 Kt×P ch
 21 K—K2 Kt—Q5 ch
 22 K—K1 B—Q2
 23 P—B5 Kt—B7 ch
 24 Q×Kt

Of course, if the King moves, B—Kt4 wins the Queen. White might have resigned.

Q×Q
 25 B—Q3 Q—B4
 26 B×Kt P×B
 27 Kt—B6 Q×QP

A rather contemptuous return of the Queen, which Black does not require to win the game.

28 B—R6 ch K—K2
 29 R×Q K×R
 30 K—B2 B—R5
 31 Kt×P ch K—K4

More cat-and-mouse business!

32 Kt—B3 B—B3
 33 B—Kt7 ch K×P
 34 B×R R×B

White resigns.

GAME 106*Budapest, 1897***FRENCH DEFENCE**

White : **Black :**
MAKOVETZ **CHAROUSEK**

1 P—K4 P—K3
 2 P—Q4 P—Q4
 3 Kt—QB3 Kt—KB3
 4 P—K5 KKt—Q2
 5 P—B4 P—QB4
 6 Kt—KB3 Kt—QB3
 7 Kt—QKt5

Compare the preceding game. This manœuvre is no better on the 7th than on the 6th move. And, as he does not here continue with 8 Kt—Q6 ch, White merely wastes two moves.

	P—QR3
8 Kt—B3	P×P
9 KKt×P	B—B4
10 Kt×Kt	P×Kt
11 B—Q3	P—B3
12 Q—R5 ch	K—B1
13 B—Q2	B—R2
14 Castles	

The position on the Q side is scarcely a promising one into which to castle.

	P—KB4
15 P—KKt4	P—Kt3
16 Q—R3	Kt—B4
17 P×P	KP×P
18 P—K6	

Playing for attack at any price and getting very little. 18 B—K3 was much sounder policy.

	B×P
19 Kt—K2	P—Q5
20 K—Kt1	Kt×B
21 Q×Kt	P—B4
22 P—KR4	Q—Q4
23 Q—QR3	K—B2
24 P—R5	QR—QKt1
25 Kt—B3	

Ingenuous-looking; but the Knight has soon to return.

	Q—B3
26 Kt—R4	B—Q2
27 Kt—B3	

Not 27 P—Kt3, for then Q×Kt. Black wisely declines to win the Knight now, as White would in that case obtain some attack.

	P—B5
28 Kt—K2	B—B4
29 Q—KKt3	B—K3
30 QR—Kt1	B—Q4
31 R—R3	P—B6
32 P×P ch	P×P
33 R×R	B×P ch !

White resigns.

GAME 107

Budapest, 1897

KING'S KNIGHT'S X GAMBIT

White : **Black :**

CHAROUSEK MAKOVETZ

1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—KB3	P—Q4
4 P×P	Q×P

This capture is not advantageous. 4..Kt—KB3; 5 Kt—B3, P—B3 is Black's best course, though Staunton's 4..B—Q3 has much to be said for it.

5 Kt—B3	Q—K3 ch
6 K—B2 !	B—K2

7 P—Q4 Kt—KB3
 8 B—Kt5 ch B—Q2
 9 R—K1 Q—Q3
 10 Kt—K5 Castles
 11 B×P B×B
 12 Kt×B Q—Kt3
 13 Kt—R3

13 P—QR4 seems the natural move. Black might, and should, have answered the text-move with B×Kt.

Kt—Q4
 14 B—Kt3 Q×KtP?
 15 QKt—B4 Q—B6
 16 R—QKt1 Kt—QB3
 17 Kt—K3! Kt—Kt3

Black cannot play KKt×Kt, for then 18 R×Kt, Q×QP;
 19 Kt×Kt, &c.

18 R×Kt RP×R
 19 Kt—Q5 Q—R4
 20 Kt×Kt P×Kt
 21 Kt×B ch K—R1
 22 R—K5 Q×P
 23 Q—Q3 P—KB4

He must stop Q×P ch and mate next move.

24 B—B4 Q—B2
 25 Kt×QBP Q—R4
 26 Q—KB3 Q—R5 ch
 27 Q—Kt3 Q—B3

Black suffers whether he accepts or declines the exchange of Queens. Charousek plays the ending with the neatest precision of the modern school.

28 R—K7 R—B2
 29 R×R Q×R
 30 B—K5 R—KKt1
 31 Q—Kt5 R—K1
 32 P—R4 K—Kt1
 33 P—R5 P—R3
 34 Q—Kt6 Q×Q
 35 P×Q R—K3
 36 P—Q5 Resigns.

GAME 108

Budapest, May 4, 1897

GIUOCO PIANO

White : **Black :**
 CHAROUSEK LEHNER

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—B4 B—B4
 4 Castles Q—K2?

This move, transferred from the 4 P—B3 variation of the Giuoco Piano, where it is at least safe, is here spoilt by White's reply Kt—B3. There is nothing better than 4...P—Q3.

5 Kt—B3 Kt—B3
 6 Kt—Q5 Q—Q1

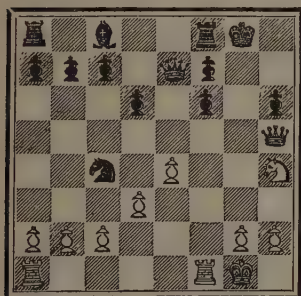
If Kt×Kt, 7 P×Kt, Kt—R4; 8 Kt×P, and White has a won game.

7 P—Q3 Castles
 8 B—KKt5 B—K2
 9 Kt×B ch Q×Kt
 10 Kt—R4 P—Q3
 11 P—B4

White has now, through his opponent's loss of time, an ideal attacking position.

12 P×P P—KR₃
 13 B×Kt QKt×P
 14 Q—R₅ Kt×B

Position after Black's 14th move.



15 Q×P! Kt—K₄
 16 R—B₃ Kt×R ch

If Kt—Kt₃, 17 Kt—B₅, B×Kt; 18 P×B and wins. But 16..Kt—Kt₅ afforded some relief, though it did not save the game.

17 P×Kt Q—K₄
 18 P—KB₄

18 K—R₁ at once also wins, necessitating B—Kt₅.

19 R—KB₁ Q×KtP
 20 K—R₁ Q—Q₅

Nothing else would prolong the game.

21 R—Kt₁ ch Q×R ch
 22 K×Q KR—K₁
 23 P—B₅ P—Q₄
 24 Kt—B₃ P×P
 25 P×P B—Kt₅
 26 Kt—Kt₅ Resigns.

If P×Kt, 27 P—B₆ forces mate next move.

GAME 109

Budapest, 1897

EVANS GAMBIT DECLINED

White : Black :

CHAROUSEK LEHNER

1 P—K₄ P—K₄
 2 Kt—KB₃ Kt—QB₃
 3 B—B₄ B—B₄
 4 P—QKt₄ B—Kt₃
 5 P—QR₄ P—QR₄
 6 P—Kt₅ Kt—Q₅
 7 P—B₃

Parting company with a match-game Bardeleben—Blackburne, 1895, in which this move was prefaced by 7 Kt×Kt, B×Kt.

8 Q×Kt Kt×Kt ch
 9 Castles Q—K₂
 10 P—Q₃ P—Q₃
 11 Kt—R₃ P—R₃
 12 B—Kt₃! Kt—B₃
 13 Q—Kt₃ B—Kt₅ ?
 14 Kt—B₄ P—Kt₄
 15 Kt—K₃ B—R₂
 B—Q₂

Black is now in a bad way owing to his weak 12th and 13th moves. Possibly his best course is 15..B×Kt, followed by B—K3.

16 R—Kt1 Kt—R4
17 Q—B3 Kt—B5
18 Kt—Q5 Q—Q1

He should have exchanged Knights.

19 P—Kt6 KB×P
20 Kt×B P—Kt5
21 Q—Q1 P×Kt
22 B—R3 Q—B3
23 B—B4 and wins.

GAME 110

Pelsöcz, 1897

ZUKERTORT'S OPENING

(QUEEN'S PAWN GAME)

White : **Black :**

CHAROUSEK KALNICZKY

1 Kt—KB3 P—Q4
2 P—Q4 Kt—KB3

Now we have a form of the Queen's Pawn Game, of which a good deal was seen in the Rice Memorial Tournament, 1916, with both KKt's out at the start.

3 P—K3 P—K3
4 P—B4 P—B4
5 Kt—B3 B—K2

Arriving at the position in the famous game Tarrasch—Yates, Hamburg, 1910.

6 P—QR3

Tarrasch continued 6 B—Q3. A good alternative is 6 QP×P, B×P; 7 P—QR3, and if P—QR4, 8 P×P, followed by 9 B—Kt5 ch. The objection to 6 P—QR3, without a preliminary exchange of QP for BP, is that by 6..BP×P; 7 KP×P (if 7 KKt×P, Castles is still Black's best move), Castles; Black gets an excellent game. The continuation might be: 8 B—Kt5, Kt—B3; 9 R—B1, R—K1; 10 B—Q3, P×P; 11 B×BP, Kt—Q4— or 8 B—B4, R—K1; 9 B—Q3 (if 9 R—B1, Q—R4), P×P; 10 B×BP, Kt—Q4. The text-move, in fact, when properly met, surrenders the initiative.

BP×P
7 KP×P P×P

See previous note. Black should Castle at once.

8 B×P Castles
9 Castles Kt—B3

P—QR3, with a view to P—QKt4 and B—Kt2, was worth consideration. Instead, Black proceeds to develop the Bishop on an unfavourable square, whence

it can only be withdrawn for defensive purposes.

10 P—QKt4 B—Q2
11 B—Kt2 R—B1
12 B—Kt3 B—K1

A little more aggression would again have been better, *e.g.*, B—Q3.

13 Q—Q2 Kt—Q4

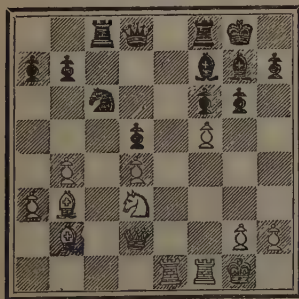
This gives Black a weak Pawn, which costs him dear.

14 Kt×Kt P×Kt
15 QR—K1 B—B3

P—B3, followed by B—B2 and R—K1, is Hoffer's suggestion. Black attempts to carry out much the same plan, but the way which he selects allows White to make an important rearrangement of his forces.

16 Kt—K5 P—KKt3
17 P—B4 B—Kt2
18 P—B5 P—B3
19 Kt—Q3 B—B2

Position after Black's 19th move.



20 Kt—B5
The Knight now enters the enemy's lines with great effect.

P—Kt3
21 Kt—K6 B×Kt
22 R×B P×P

If 22..Kt—K2, White can sacrifice the exchange for the QP. And if 21..P—KKt4, White doubles his Rooks and dominates the board.

23 KR×P Kt—K2
24 R—B1 R—B3
25 R×R Kt×R
26 Q—Q3 Kt—K2
27 B—B2 Kt—Kt3
28 P—KR4 R—B2
29 P—R5 Kt—B1
30 B—Kt3 R—Q2
31 R—B5 Kt—K3
32 Q—KB3 Kt—Kt4

If 32..Kt—B2, 33 B—B1, followed by B—KB4. The Pawn therefore must fall, and with it goes the game.

33 Q×P ch! R×Q
34 R×R Q×R

34..Q—KB1, 35 R—Q8 dis. ch; Kt—B2; 36 R×Q ch, K×R offered slightly better chances of drawing.

35 B×Q ch K—B1
36 K—B2 K—K2
37 K—K3 K—Q3
38 B—Kt3 B—R3

39 K—Q3 Kt—K3
 40 B×Kt K×B
 41 K—B4 P—R3
 42 P—Q5 ch K—K2
 43 B—Q4 P—Kt4 ch
 44 K—B5 B—B8
 45 K—B6 Resigns.

7 Kt—Q5 Kt×Kt 4
 8 P×Kt Kt—K2
 9 P—Q4 P×B 3
 10 P×B P—Q3

Black naturally cannot allow
 P—Q6.

11 B—Kt5 Q—Kt3
 12 P×P

Calculating, perhaps, on his Knight against Bishop and Black's isolated Pawns for the end-game. He might have tried 12 B×Kt, K×B; 13 Kt—Q4.

GAME 111

Miskolcz, August 11, 1897

RUY LOPEZ

White : Black :

HAVAS CHAROUSEK

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—Kt5 B—B4
 4 Castles

P×P
 13 B×Kt K×B
 14 Kt—Q4 B—Q2
 15 P—KB4 P—B3
 16 P×P? BP×P
 17 P—B3 KR—KB1
 18 Q—B2 Q×Q

Against the 'Classical Defence' to the Lopez 4 P—B3 is the most usual reply. But White in this game carefully avoids that manœuvre, both now and on the 5th move, and plays the opening in original style.

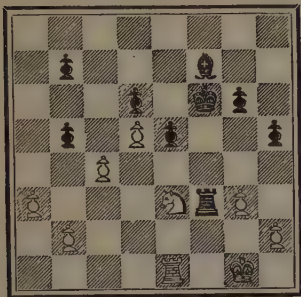
Q—B3

Of doubtful value now. Kt—B3 or P—Q3 is better.

5 Kt—B3 KKt—K2
 6 R—K1 P—QR3

19 Kt×Q R—B5
 20 P—QR3 B—K1
 21 Kt—K3 B—B2
 22 R—KB1 P—KKt3
 23 QR—Q1 QR—R5
 24 Kt—B2 R×R ch
 25 K×R R—B5 ch
 26 K—Kt1? K—B3
 27 P—KKt3 R—B4
 28 Kt—K3 R—B6
 29 R—K1 P—R4
 30 P—B4?

Position after White's 30th move.



R×Kt! 3

Absolutely decisive.

31 R×R	P×P
32 P—Kt3	P×P
33 R×KtP	B×P
34 R—Q3	K—K3
35 R—QB3	B—B3
36 K—B2	P—Q4

White resigns.

GAME 112

Berlin Chess Club, Sept.

1897

EVANS GAMBIT

White : Black :

CHAROUSEK RICHTER

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—R4

6 Castles	P—Q3
7 P—Q4	B—Kt3
8 P—QR4	

Compare Game 8.

Kt—R4

This is inferior to both Kt—B3, as in the game Tchigorin—Lasker, Petrograd Quadrangular, 1895 (and also Petrograd-Vienna correspondence game, 1897–8), and P×P; 9 P×P, B—Kt5, as played by Blackburne in Game 8.

9 B—R2	P×P
10 P×P	B—K3

B—Kt5 is better.

11 Kt—B3

11 P—Q5 is a good alternative, for if then Q—B3, 12 P—K5, with advantage.

	B×B
12 R×B	Kt—K2
13 K—R1	Castles
14 P—Kt4	

Stopping P—KB4 and at the same time beginning a powerful assault on Black's K side.

Kt—Kt3

P—Q4 is better, or else Q—Q2.

15 P—R4	R—K1
16 P—R5	Kt—B1
17 B—Kt5	Q—Q2

If P—KB₃, 18 B—R₄, threatening the immediate advance of the KtP.

18 Kt—R₄ Kt—K₃

But now P—KB₃ is best, followed by P—Q₄.

19 B—K₃ Kt—QB₅

20 Kt—B₅ Kt×B

21 P×Kt P—QB₃

He should have played 21.. B—R₄, with a view to 22.. Kt—Kt₄.

22 P—Kt₅ B—Q₁

If Kt×KtP, 23 Q—Kt₄, Q—Q₁ (White threatens to check and win the Queen); 24 P—R₆, P—Kt₃; 25 Kt—Kt₇, R—KB₁; 26 QR—KB₂, followed by R—B₆.

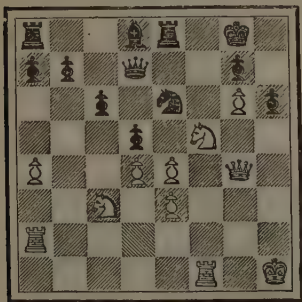
23 Q—Kt₄ P—Q₄

If B×P, 24 P—Q₅.

24 P—Kt₆ BP×P

25 RP×P P—R₃

Position after Black's 25th move.



26 Kt×KtP! B—Kt₄

If 26.. Q×Kt, 27 R—B₇ Q—R₁; 28 QR—KB₂, Kt—Kt₂ (forced); 29 P×P, P×P (if B—R₄ or Kt₃ or Kt₄, 30 Kt—K₄); 30 Kt×P, B—Kt₄?; 31 Q×B! If again 26.. R—KB₁, 27 R—B₇, R×R; 28 P×R ch, K×P; 29 R—B₂ ch, B—B₃; 30 P—K₅, &c.

27 R—B₇ Q—B₁
28 Kt—B₅ Kt—Q₁
29 Q×B! Kt×R

If P×Q, White mates in 2.

30 P×Kt dbl. ch Resigns.

Mate in 7 follows:—30.. K×P; 31 Q—Kt₇ ch, K—K₃; 32 Q—K₅ ch, K—B₂; 33 Kt—Q₆ ch, K—B₁; 34 Q—B₆ ch., &c.

GAME 113

Budapest, 1897

RUY LOPEZ

White : Black :

BRODY CHAROUSEK

1 P—K₄ P—K₄
2 Kt—KB₃ Kt—QB₃
3 B—Kt₅ Kt—B₃
4 Castles Kt×P

5 P—Q4
6 Q—K2

B—K2 3

Here Charousek himself, as White, played 6 R—K1 in Game 24. For 6 P×P see Games 115, 120. The text-move occurs also in Games 134 and 144.

Kt—Q3

The generally commended defence here. Hoffer in his note at this point in the present game pronounced 6.. P—Q4 to be the only defence, though elsewhere he describes it as 'just as ineffective as any other of the defences to the 6 Q—K2 variation.'

7 B×Kt KtP×B
8 P×P Kt—Kt2
9 P—QKt3

For the more usual 9 Kt—Q4 see Game 144.

10 B—Kt2 Castles
11 QKt—Q2 P—Q4

Pillsbury—Lasker, Petrograd, Dec. 25, 1895, continued 11 P×P i.p., according to Mason the best move.

12 Kt—Q4 Kt—B4

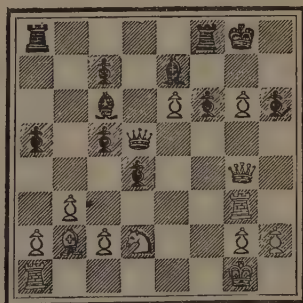
For 12 P—B4? see Game 134.

13 P—KB4 B—Q2
Kt—K3

Inviting White to advance—which he does, to the great enhancement of the interest of the game.

14 P—B5 Kt×Kt 5
15 B×Kt P—B3
16 P—K6 B—K1
17 Q—K3 Q—Q3
18 R—B3 P—B4
19 B—Kt2 P—Q5 6
20 Q—B2 B—B3 7
21 R—R3 P—QR4 8
22 Q—R4 P—R3 8
23 Q—Kt4 Q—Q4! 13
24 R—Kt3 P—Kt4 4
25 P×P i.p.

Position after White's 25th move.



K—Kt2

Black has calculated well, for, though this, like his last move, is forced, he extricates himself successfully from a very perilous-

looking position and remains with a win in hand.

26 Kt—B₃ P—B₄
27 Q—R₅

If 27 Q—B₄, Hoffer points out, B—Q₃; 28 Kt×P, P×Kt (not B×Q; 29 Kt×P dbl. ch., K—Kt₁; 30 Kt—K₇ mate); 29 B×P ch, K—Kt₁, &c. Or 29 Q×QP ch, Q×Q; 30 B×Q ch, K—Kt₁; 31 R—R₃, B—B₅, &c.

	P—KB ₅
28 Q×Q	B×Q
29 R—R ₃	B×KP
30 R—K ₁	R—B ₃
31 Kt×P	B×R
32 R×B ch	K×P
33 P×B	P×Kt
34 B×P	R—B ₃
35 P—B ₄	P—R ₅
36 B—K ₅	P×P
37 P×P	K—B ₄
38 B×QBP	R—R ₇
39 R—K ₅ ch	K—B ₃
40 R—QR ₅	

White's ingenuity in forcing an exchange of Rooks is wasted, owing to the fact that after it his King is hopelessly placed.

	R×R
41 B×R	K—B ₄
42 B—Q ₈	K—K ₅
43 B—K ₇	R—Kt ₃ ch
44 K—B ₁	K—B ₆

White resigns.

GAME 114

Budapest, 1897

IRREGULAR OPENING

White : Black :

CHAROUSEK BRODY

1 P—QKt₄

Even rarer than 1 P—KKt₄—the 'Spike.'

P—Q₄

Making the game an inverted Polish Defence to the Queen's Pawn Opening.

2 B—Kt₂ P—K₃

What merit there is in the opening lies in the fact that Black cannot play P—K₄ unless he does so on his first move, where, however, it is considered inferior to P—Q₄, as played by Brody.

3 P—K₃ Kt—KB₃

4 P—Kt₅ B—Q₃

P—QR₃ is probably the best reply to White's last move.

5 Kt—KB₃ QKt—Q₂

6 P—B₄ P—QKt₃

7 B—K₂ B—Kt₂

8 Castles Castles

9 Kt—B₃ P—B₃

A better course seems to be 9..P×P; 10 B×P, Kt—K₄. As he plays, Black gets both Bishops shut in.

10 KtP×P	QB×P
11 P×P	P×P
12 R—B1	P—QR3
13 B—Q3	B—Kt2
14 B—Kt1	Kt—K4
15 Kt×Kt	B×Kt
16 P—B4	B—Q3
17 Kt—K2	R—B1
18 Kt—Q4	R×R
19 Q×R	Q—B2

Black has a very difficult game, for he cannot keep the hostile Knight out of KB5 without letting him in at QB6. He thinks to save the situation by the exchange of Queens, but finds that White has a surprise for him.

20 Kt—B5	Q×Q
21 R×Q	B—Kt1
22 Kt×P!	K×Kt

If 22..Kt—K5, 23 Kt—B5 (threatening mate), P—B3, Black could at least have made a better fight.

23 P—Kt4	P—R3
24 P—Kt5	P×P
25 P×P	R—B1
26 B×Kt ch	K—Kt1
27 R—B1	R—B5
28 B—Q4	B—Q3
29 B—R7 ch	K×B

If K—B1, 30 P—Kt6.

30 R×P ch Resigns.

A game of an unusual type throughout.

GAME 115

Budapest, (?) December 1897

RUY LOPEZ

White :	Black :
EXNER	CHAROUSEK

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	Kt—B3
4 Castles	Kt×P
5 P—Q4	B—K2

Compare Games 24, 113, 120, 134, and 144. Charousek was rather partial to this defence.

6 P×P

See the note in Game 24, move 6.

P—Q4

Hoffer declared 6..Castles best. For 7 QKt—Q2 in reply to the text-move see Game 120.

7 P×P i.p.	Kt×P
8 B—R4	Castles
9 Kt—B3	B—Kt5
10 B—B4	B—B3
11 Kt—Q5	B—K4

11..B×P; 12 R—Kt1, B—Q5 is defeated by 13 R×P! But 11..B×P; 12 R—Kt1, B—K4 deserves attention. 13 R×P will not then answer.

13 B×Kt, B×B; 14 B×P
seems White's best course.

12 B×Kt	B×B
13 Kt×B	P×B
14 P—KR3	Q—B3
15 P×B	Q×Kt
16 Q—Q4	Q×Q

After these exchanges a draw
is practically sure.

17 Kt×Q	KR—Kt1
18 P—QKt3	P—QB4
19 Kt—K2	P—B5
20 P—KB3	P—KR4
21 Kt—B3	R—K1
22 KR—K1	K—B1
23 K—B2	P—QB3
24 QR—Q1	R×R
25 R×R	BP×P

Drawn

Charousek does not appear
to have exerted himself un-
duly over this game, though
it is not without interest
in the early part.

GAME 116

Cologne, August 20, 1898

KIESERITZKY GAMBIT

X White: Black:

CHAROUSEK BURN

1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—KB3	P—KKt4

Charousek himself stated,

in some notes to this game
(*Deutsches Wochenschach*,
1899, p. 271), that he con-
sidered the text-move in-
ferior to 3..P—KB4 or 3..
P—Q4; 4 P×P, Kt—KB3

4 P—KR4	P—Kt5
5 Kt—K5	B—Kt2

Charousek dissented from the
common view that this move
of Louis Paulsen's gives Black
an advantage.

6 P—Q4	Kt—KB3
7 Kt×KtP	

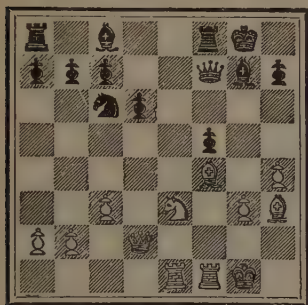
B×P, B—Q3, Kt—QB3, and
B—QB4 are all promising,
too.

6 8 B×P	Kt×P
7 9 Q—K2	Q—K2
10 P—B3	B×P
	B—Kt2

10..P—KR4 is essential to
that. Charousek gave 11
Kt—K3 as the best reply,
'though 11 P×B, P×Kt;
12 Kt—B3 is also good, the
exchange being greatly in
White's favour.'

11 Kt—K3!	Q—K3
12 P—KKt3	Castles
13 B—R3	P—KB4
14 Castles	P—Q3
15 Kt—Q2	Kt×Kt
16 Q×Kt	Kt—B3
17 QR—K1	Q—B2

Position after Black's 17th move.



18 B—Kt2 K—R1

If 18..B—K3, 19 Kt×P! and neither Queen nor Bishop can retake.

19 Kt—Q5! Kt—K4
20 B—Kt5! P—B3
21 Kt—B4 P—Q4

If 21..P—KR3, 20 B—K7.

22 P—R5 B—Q2
23 P—R6 B—B3
24 B×B ch Q×B
25 Kt—R5 Q—Q3
26 R×Kt Q×R
27 R—K1 Resigns.

This game was published in some quarters as though it were a Cologne Tournament game. Charousek and Burn met in that tournament on August 16, and drew. The present game was an off-hand skirmish played four days later.

GAME 117

On the Rhine, August 1898

GIUOCO PIANO

White : Black :

CHAROUSEK SCHLECHTER

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—B4 B—B4
4 P—B3 Kt—B3
5 P—Q4 P×P
6 P—K5 P—Q4
7 B—K2

This innovation in place of the usual B—QKt5 was not due to Charousek, but to Oscar Cordel, the Berlin analyst and writer upon chess.

8 P×P Kt—K5
B—Kt3

Maroczy here continued B—Kt5 ch (Game 133).

9 Castles Castles
10 Kt—B3 B—Kt5

10..P—B4; 11 B—KB4, P—KR3; 12 P—KR4, Kt—K2; 13 P—R5, Q—K1; 14 Kt—KR4, K—R2 gives a fairly level game. But White has the option on move 12 of playing R—B1, which may lead to an extremely interesting variation; e.g., 12 R—B1, P—Kt4; 13 Kt×QP, P×B; 14 Kt×KBP, QKt×P; 15 B—B4

ch, K—R₂; 16 Kt×Kt, B×Kt; 17 B—K6 (17 Q—R₅ is met by Q—Kt 4!) and if B×P ch, 18 K—R₁, Q×Q; 19 R×P ch, Q—Q₂; 20 B×Q, B×B; 21 P—K6. It is doubtful whether Black can now save the game.

11 B—K₃ Kt—K₂
12 Q—B₂ Kt×Kt

Not 12..P—KB₄, for then 13 Kt×Kt, BP×Kt; 14 Kt—Kt₅ +

13 P×Kt Kt—Kt₃
14 Kt—Kt₅ B×B

14..B—Q₂, 15 P—KB₄, P—KB₃ (not P—KR₃; 16 Kt×P) seems to yield Black a stronger defence. If then 16 Kt×P, K×Kt; 17 P—K6, QB×P, White can apparently only win his piece back at the expense of a Pawn. And if 16 P—K6, P×Kt; 17 P—B₅, B—K₁, and again White comes out a Pawn down.

15 Q×B P—KR₃
16 Kt—R₃ P—KB₄
17 P—KB₄ Q—Q₂
18 Q—QB₂ R—B₂
19 Kt—B₂ Kt—B₁
20 Kt—R₁ Kt—K₃

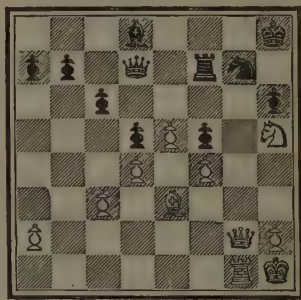
The manœuvres of these two Knights are a distinctive feature of the game.

21 P—Kt₄

The beginning of a powerful attack.

P—Kt₃
P×P
Kt—Kt₂
K—R₁
R—K₁
R—K₃
P—B₃
R—Kt₃
R×R
B—Q₁

Position after Black's 30th move.



31 P—K6!?

This pretty move won the game. But the odd point about it is that it should only have drawn. See next note. Instead, 31 Q—Kt₆ forced a win. Black's best reply is 31..Q—K₃, whereon follows 32 Kt—B₆, B×Kt; 33 Q×P ch, K—Kt₁; 34 R—Kt₆. Black can only mark time here, e.g., 34..Q—K₂ (unpinning); 35 P×B, Q—K₅

ch ; 36 R—Kt2, Q—Kt8 ch ;
37 B—Kt1 and wins.

32 Kt×Kt Q×P
33 Kt—K6 Q×B Resigns

The argument is, if 33.. Q—K5, 34 Kt×B, R—Q2 ; 35 Q×Q, QP×Q ; 36 Kt—K6, and the Knight escapes. Or 33.. Q—K5 ; 34 Kt×B, Q×Q ch ; 35 K×Q, R—K2 ; 36 K—B2, K—R2 ; 37 R—K1, and again the Knight gets out. But both players overlooked that 33.. B—Kt4 saved the game !

White, it may be noted, had an alternative 33rd move, Kt×P. This practically forces 33.. Q—K5, but after 34 Q×Q, P×Q ; 35 Kt×P, R×P ; 36 R—Kt8 ch, K—R2 ; 37 R×B, K×Kt, it is doubtful whether White has any advantage, for he has not time to go after Black's Q side Pawns.

This game was played on a steamer on the Rhine between Cologne and Coblenz, during a pleasure trip at the time of the Cologne Congress. It is wrongly described in Cook's *Compendium*, p. 107, as a Nuremberg Tournament game. Charousek and Schlechter met in match games on four occasions only, all four games being drawn.

GAME 118

Székes Fehérvár, 1898

QUEEN'S GAMBIT DECLINED

White : Black :
EXNER CHAROUSEK

1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—QB3 P—QB3

See Game 17. 4 P—K4 is the most forcible reply to this move. Exner here loses a move with the KP.

4 Kt—B3 Kt—B3
5 P—K3 QKt—Q2
6 B—Q3 B—Q3
7 Castles Castles
8 P—K4 P×KP
9 Kt×P Kt×Kt
10 B×Kt P—QB4

This gives White the opportunity of securing a Pawn majority on the Q side by 11 P×P—instead of which he lets Black have the Pawn majority and gives himself an isolated QP.

11 P—Q5 ? Kt—B3
12 Q—B2 P×P
13 P×P B—Kt5
14 P—KR3 B—R4
15 Kt—Kt5 Kt×B

If 15.. P—KR3, 16 Kt—R7.

16 Kt×Kt B—Kt3
17 P—B3 Q—B2

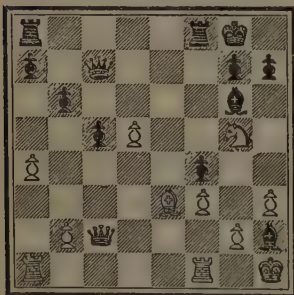
18 B—K3 P—Kt3
19 P—QR4 B—R7 ch

Confining White's King to the wing; for if 20 K—B2, B×Kt, followed by 21.. Q—Kt6 ch.

20 K—R1 P—B4
21 Kt—Kt5 P—B5

Now the position is interesting and complicated. White finds the best move in the situation.

Position after Black's 21st move.



22 Q—B4 Q—K4
23 B—B2 Q×Kt
24 K×B B—B2
25 KR—Q1 ?

QR—Q1 was much better.
See move 28.

26 Q—R6 R—Q3
27 P—R5 R—Kt3
28 R—KKt1 Q×QP
29 Q×RP Q—Q7

30 B—K1 Q×QKtP
31 P×P B—K3
32 P—Kt7

Apart from the error on his 25th move, White has hitherto played ingeniously. He now makes a fatal blunder. 32 P—R4 was essential, and if 32.. B—Q4, 33 K—R1—though even then the chances of avoiding loss were small.

B×P!
33 K×B R—R3 ch
34 B—R4 R×B ch
35 K×R Q—B3 ch

and Black mates in four at most.

GAME 119

Pelsöck, 1899

PETROFF'S DEFENCE

White : Black :

KALNICZKY CHAROUSEK

1 P—K4 P—K4
2 Kt—KB3 Kt—KB3
3 Kt×P P—Q3
4 Kt—KB3 Kt×P
5 P—Q4 P—Q4
6 B—Q3 B—K2
7 Castles Kt—Q3

A variation which occurred in a correspondence game, Paris—Marseilles, 1872, Marseilles playing B—K3 on the

8th move in place of Charousek's P—QB₃.

- | | |
|---------------------|---------------------|
| 8 Kt—B ₃ | P—QB ₃ 6 |
| 9 Kt—K ₅ | Castles 7 |
| 10 Q—R ₅ | P—KB ₄ |
| 11 P—B ₄ | |

This allows Black also to establish a Knight at K₅, whereby he gains a great advantage.

- | | |
|-----------------------|------------------------------------|
| | Kt—Q ₂ |
| 12 R—B ₃ | Kt—B ₃ |
| 13 Q—R ₃ | Kt(Q ₃)—K ₅ |
| 14 Kt—K ₂ | Kt—Kt ₅ 8 |
| 15 P—KKt ₃ | |

White is almost suffocated, and sees no relief but by P—KR₃.

- | | |
|----------------------|-------------------------------------|
| | B—K ₃ |
| 16 Q—Kt ₂ | Kt(Kt ₅)—B ₃ |
| 17 B—K ₃ | R—B ₁ |
| 18 P—KR ₃ | |

Black having voluntarily withdrawn the Knight, what need is there of this? It would be better to prepare for Black's Q side advance by 18 P—B₃.

- | | |
|-----------------------|---------------------|
| | Q—Kt ₃ 8 |
| 19 P—Kt ₃ | P—B ₄ 9 |
| 20 P—KKt ₄ | |

Still P—B₃ was the best move.

- | | |
|---------|---------------------|
| | P×QP |
| 21 Kt×P | B—B ₄ 10 |
| 22 Kt×B | B×B ch 1 |

- | | |
|---------------------|---------|
| 23 K—R ₂ | Q×Kt 11 |
| 24 R×B | P×P |
| 25 P×P | |

Position after White's 25th move.



P—KKt₄! 13

Now comes a beautiful finish.

- | | |
|----------------------|-----------------------|
| 26 R—R ₃ | P×P |
| 27 P—Kt ₅ | P—B ₆ ! |
| 28 Kt×P | Kt—Kt ₅ ch |
| 29 K—Kt ₁ | Q—Kt ₃ ch |

White resigns.

GAME 120

Budapest, 1899

RUY LOPEZ

White : **Black :**

MAKOVETZ CHAROUSEK

- | | |
|----------------------|--------------------|
| 1 P—K ₄ | P—K ₄ |
| 2 Kt—KB ₃ | Kt—QB ₃ |
| 3 B—Kt ₅ | Kt—B ₃ |
| 4 Castles | Kt×P 3 |
| 5 P—Q ₄ | B—K ₂ |
| 6 P×P | P—Q ₄ |

With these opening moves compare Game 115, where Exner continued 7 P×P i.p.

- 7 QKt—Q2 Castles
8 Q—K2

P—B₄ at once seems stronger. If White by the text-move aims at inducing Black to give him a passed Pawn, at least it is a Pawn which is hard to support.

P—B₄.

Charousek does not hesitate to pass the hostile KP.

- 9 P—B₄ Kt×Kt
10 Q×Kt

Best. If 10 QB×Kt, P—B₅, and the passed Pawn becomes very weak.

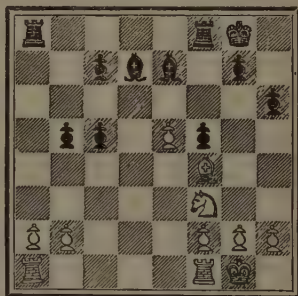
- 11 Q×P ch Q—QR₃
12 P×Q P×B
13 P×Kt P×P
14 Kt—Q₄ B—Q₂
15 B—B₄

Having played 14 Kt—Q₄, White should now continue 15 P—B₄. If then B—B₄, 16 B—K₃, B×Kt looks drawish. 16..R—R₅ does no harm, because of 17 Kt—B₂, B×B ch; 18 Kt×B, KR—R₁; 19 P—QR₃, P—Kt₅; 20 QR—Q₁, B—K₃; 21 Kt—B₂. Perhaps Black's

best answer to 15 B—K₃ is B—Kt₃, threatening to advance P—B₄—a suggestion of Hoffer's.

- 16 Kt—B₃ P—B₄
P—R₃

Position after Black's 16th move.



- 17 P—K₆

Having sacrificed time, Makovetz now sacrifices material. He has a plan, to win the Exchange. Charousek falls in with it—and proves himself longer-sighted.

- 18 KR—K₁ B×P
19 B—K₅ R—B₃

Why not B×BP first? Black's winning chances would certainly be smaller after that.

R×P!

If he does not give up the Exchange Black gets a most

difficult game, after 19.. R—Kt3; 20 B×BP.

20 R×R B×R 7
21 B×R B×B 10
22 Kt—K5

3 B—Kt5 P—QR3
4 B—R4 P—Q3
5 P—Q4 B—Q2
6 P—B3 Kt—B3
7 B—B2

If 22 R—K8 ch, K—R2; 23 R—QB8, B×P; 24 R×P, P—QB5, Black's Q side Pawns must win.

23 P—B4 P—Kt5
24 K—B2 P—B5
25 P×P P—B6!
26 R—K2 P—Kt6
27 P×B B×Kt
28 R—Kt2 B—Kt8!
29 K—K3 B—B7 3
30 K—Q4 K—B2 4

This Bishop usually waits to be driven. 7 QKt—Q2 was Lasker's move at this point in his first game against Steinitz in the Petrograd Quadrangular Tournament, 1895, following by Castles and R—K1.

8 QKt—Q2 P—KKt3

Now it might be better to play B—Kt5.

K—Q2, with a view to sacrificing the Exchange for the passed Pawn, would not save the game.

9 Castles B—Kt2 3
10 P—Q5 Castles 4
11 Kt—K1 Kt—K2
Kt—R4

31 P—B4 K—K3 7
P—Kt4 6

White resigns.

GAME 121

Hungary, (?)

RUY LOPEZ

White : Black :

MAKOVETZ CHAROUSEK

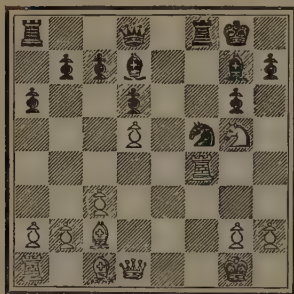
1 P—K4 P—K4
2 Kt—KB3 Kt—QB3

Black's first aggressive move, after a Steinitzian development.

12 Kt—Q3 P—KB4 6
13 P—KB4 KKt×P
14 Kt×Kt P×Kt 7
15 R×P P×P
16 Kt×P Kt—B4
17 Kt—Kt5

Another example of 'the proverbial combination, expected by the stronger player, who sees farther than his opponent.'

Position after White's 17th move.



- | | |
|-----------|--------|
| 18 R×Kt | Q×Kt 8 |
| 19 B—Kt5 | Q—R5 |
| 20 R×R ch | Q—QB5 |
| 21 Q—Q2 | R×R 9 |
| | B—Kt4 |

This Bishop's action now decides the game.

- | | |
|----------|------------|
| 22 P—KR3 | R—B8 ch 10 |
| 23 R×R | Q×R ch 11 |
| 24 K—R2 | B—K4 ch 12 |
| 25 P—Kt3 | B—K7 1 |
| 26 B—K4 | Q—B7 ch |
| 27 K—R1 | Q×P 2 |
| 28 Q×B | Q×P ch |
| 29 K—Kt1 | Q—Kt6 ch 3 |
| 30 B—Kt2 | |

If 30 Q—Kt2, Q—K8 ch;
31 Q—B1, Q×B, the win is still easier for Black, Bishops of the same colour remaining.

Q×B 4

and Black won.

GAME 122

Mera, 1899

IRREGULAR FOUR KNIGHTS' GAME

White : Black :

CHAROUSEK KAUFMANN

- | | |
|----------|--------|
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 Kt—B3 | KKt—K2 |

An ill-advised innovation, this Knight being badly placed when developed at Kt3, and having to waste two more moves to get into play.

- | | |
|---------|--------|
| 4 B—B4 | Kt—Kt3 |
| 5 P—Q3 | B—K2 |
| 6 P—KR4 | |

Charousek takes immediate advantage of his opponent's error. 6..Kt×P is not playable on account of 7 Kt×Kt, B×Kt; 8 Q—R5.

- | | |
|------------|---------|
| 7 P—R5 | P—Q3 |
| 8 P—R6 | Kt—B1 |
| 9 Kt—Q5 | P—KKt3 |
| 10 P—B3 | Kt—K3 |
| 11 P—QKt4 | B—Q2 |
| 12 P—R4 | P—R3 |
| 13 Castles | Castles |
| 14 Kt—R2 | K—R1 |
| 15 P—B4 | P—B4? |
| 16 QP×P | BP×P |
| 17 Kt×KBP | P×P |
| 18 B×Kt | Kt×Kt |
| | Kt—K4 |

B—B3 is necessary.

19 B×Kt ch P×B
20 Q—Q5 B—QB3

Now if B—KB3, of course
21 R×B, R×R; 22 Q×KP,
&c.

21 Q×P ch B—B3
22 Q—Kt3 Q—Q3
23 Q—K3 QR—K1
24 QR—Q1 Q—K4
25 Kt—Kt4 Q×BP

Not 25..Q—KKt4, for then
26 Q×Q, B×Q; 27 P—K5
and the KP is safe. The
loss of the BP is a small
matter in comparison.

26 R—Q3 Q×B
27 Kt×B R—Q1
28 R×R R×R
29 P—K5 Q—B7
30 Q—Kt5 R—Q8
31 R×R Q×R ch
32 K—R2 Q—Q1
33 P—R5 Q—K2
34 P—Kt3 P—Kt3

If Q×KtP, White's best
course appears to be to
get his King into safety by
35 Q—K3, Q—Kt7 ch (if
Q—B1, 36 P—Kt4, threaten-
ing P—Kt5 and Q—Q4; and
if Q×P?, 36 Q—Q4, Q—R7
ch; 37 K—R3, Q—Kt7 ch;
38 K—Kt4, Q—B6 ch; 39
K—R4, Q—R8 ch; 40 K—
Kt5, &c.); 36 K—R3,
Q—Kt8 (Q—Kt7 ch is use-
less); 37 K—Kt4, Q—Q8 ch;

38 K—Kt5 or 37..Q—B4 ch;
38 K—R4, B—Kt7; 39
P—Kt4, P—Kt4 ch; 40
Q×P, Q—B7 ch; 41 K—R5,
&c.

35 Q—B4 Q—Q1
36 Kt—K8! Q—K2

Naturally he does not take
the Knight.

37 Kt×P P×P
38 P×P P—Kt4
39 Q—B6 ch Q×Q
40 P×Q K—Kt1
41 Kt—K6 Resigns.

GAME 123

Meran, 1899

PETROFF'S DEFENCE

X **White :** **Black :**
KAUFMANN CHAROUSEK

1 P—K4 P—K4
2 Kt—KB3 Kt—KB3
3 Kt×P P—Q3
4 Kt—KB3 Kt×P
5 P—B4

Kaufmann's favourite move
in the Petroff. Marco has
copied it from Kaufmann,
playing it at Monte Carlo
1903, and Cambridge Springs,
1904; and Maroczy adopted
it against Marshall, San
Sebastian, 1911. Although it

looks rather eccentric, there is a good deal in its favour.

B—K2 5

5..P—Q4; 6 P×P, Q×P;
7 Kt—B3, Kt×Kt; 8 KtP×
Kt, P—QB4; 9 B—Kt5 ch,
B—Q2; 10 B×B ch, Kt×B;
11 Castles is good for White.

6 Kt—B3 Kt—KB3

The games Marco—Maroczy,
Monte Carlo, 1903, and
Maroczy—Marshall, San
Sebastian, 1911, both con-
tinued 6..Kt×Kt, the re-
capture being made with the
KtP in the first case, in the
second with the QP.

7 P—Q4 P—Q4

Here Napier, against Marco,
Monte Carlo, 1903, played
7..Castles, the continuation
being 8 B—Q3, B—Kt5;
9 P—KR3, B—R4; 10
Castles, Kt—B3; 11 B—K3,
Q—Q2.

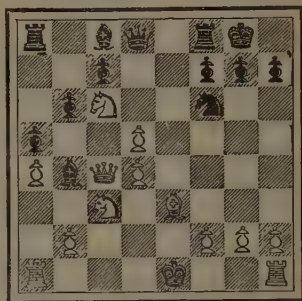
8 Q—Kt3	Castles
9 P×P	QKt—Q2
10 B—K3	Kt—Kt3
11 B—QB4	P—QR4
12 P—QR4	Kt×B 7
13 Q×Kt	P—QKt3
14 Kt—K5	

White fights hard to keep the
extra Pawn.

B—QKt5

15 Kt—B6

*Position after White's 15th
move.*



Q—Q5 8

16 Castles KR

By 16 Kt×B, Q×Kt; 17
Q×P, Q×KtP; 18 Castles,
or 17..Kt×P; 18 Q—B6,
Q×KtP; 19 Castles, White
appears to maintain his ad-
vantage.

B×Kt 9

17 P×B

17 Q×B, Kt×P; 18 Q—B2
(not 18 Q—B4, Kt×B, 19
P×Kt, B—R3), B—Kt2;
19 QR—B1 is a better line
for White, who gives up the
Exchange now without suffi-
cient justification.

18 Q—Kt3	B—R3
19 R×B	B×R 10
20 P—Kt3	Kt—Kt5
21 P—QB4	KR—K1
22 B—B4	Q—Kt3
23 B×P	R—K7

Interesting complications arise from 23 Kt—K5, Kt×Kt; 24 P×Kt or B×Kt, Q—B7; 25 Q—KB3, with the threat of 26 P—Q6. White in either case stood a better chance than with the course which he adopted.

	Q—B4
24 B—B4	P—KKt4
25 B—K3	R—K1
26 P—Q6	Kt×B

White resigns.

Hoffer gives the following line as the probable consideration which induced Kaufmann to resign in a position which is not obviously lost:—

27 Kt—K7 ch, R×Kt; 28 P×R, Q—K5; 29 P—K8(Q) ch, Q×Q; 30 P×Kt, Q—K5; 31 R—B2, R×P; 32 Q×P, R—K8 ch; 33 R—B1, Q—K6 ch; 34 K—Kt2, R—K7 ch; 35 K—R3, P—R4, threatening P—Kt5 ch and R×P mate.

GAME 124

(?) Merano, 1899

VIENNA GAMBIT DECLINED

White : Black :

KAUFMANN	CHAROUSEK
1 P—K4	P—K4
2 Kt—QB3	Kt—QB3

3 P—B4 B—B4

A rarely seen variation; and that is its chief merit.

4 P×P P—Q3

Charousek turns the game into a gambit for Black, aiming at rapid development, White has nothing better than 5 P×P, when might follow 5..Q×P; 6 Kt—B3, B—KKt5; 7 B—K2, Castles; 8 P—Q3 Kt—B3; 9 B—Kt5, KR—K1; 10 Q—Q2, intending to castle Q side. Black has little to show for his Pawn minus.

5 P—K6	Kt—B3
6 Kt—B3	Castles
7 P—Q4	B—Kt5
8 P—Q5?	Kt—K4
9 Kt×Kt	P×Kt
10 P×P ch	R×P
11 B—KKt5	P—KR3
12 B×Kt	Q×B
13 Q—Q2	B—Kt5

Having assisted Black in developing all his pieces, White is now prevented from getting his King into safety. His best reply to the text-move seems to be Q—Kt3, to be followed by B—K2. What he actually plays hastens the end.

14 B—B4	P—QKt4
15 R—KB1	P×B1
16 R×Q	R×R

17 P—KR₃ QR—KB₁
 18 P×B R—B₈ ch
 19 K—K₂ QR—B₇ ch
 20 K—K₃ B—B₄ ch
 21 Q—Q₄ B×Q mate.

14 B×Kt Q×B
 15 P—KKt₄

Absolutely fatal.

B—Q₃
 16 B—Kt₃ B—Kt₃
 17 Kt—Kt₃ P—B₄
 18 P—Kt₅ P—B₅
 19 B—R₄ B—R₄
 20 K—Kt₂ Kt—K₄
 21 QKt×P Kt—Kt₃

White resigns.

GAME 125

Kassa, 1892

SICILIAN DEFENCE

White :

Black :

BRÖSZTEL CHAROUSEK

1 P—K₄ P—QB₄
 2 Kt—KB₃ Kt—QB₃
 3 B—B₄

In the past both Neumann and MacDonnell experimented with this as White's 2nd move against the Sicilian Defence; but the move is not good in either place.

P—K₃

4 P—B₃

And this is inferior to 4 Kt—B₃, so as to prevent Black's immediate advance of the QP, whereby he gets a good open game.

P—Q₄
 5 P×P P×P
 6 B—Kt₃ P—Q₅
 7 Castles B—K₂
 8 P—Q₃ Kt—B₃
 9 P×P P×P
 10 B—KB₄ B—KKt₅
 11 QKt—Q₂ Castles
 12 P—KR₃ B—R₄
 13 K—R₂ Kt—Q₄

GAME 126

Kassa, (?) 1892

EVANS GAMBIT

White :

Black :

BRÖSZTEL CHAROUSEK

1 P—K₄ P—K₄
 2 Kt—KB₃ Kt—QB₃
 3 B—B₄ B—B₄
 4 P—QKt₄ B×P
 5 P—B₃ B—R₄
 6 Castles Kt—B₃
 7 P—Q₄ Castles
 8 P×P KKt×P
 9 Q—B₂?

Very inferior to the usual continuation 9 B—Q₅. The attack at once changes hands.

P—Q₄
 10 B—R₃ R—K₁
 11 R—Q₁ B—K₃
 12 B—Q₃ Kt—Kt₄
 13 Kt×Kt Q×Kt
 14 B×P ch

This produces a temporary

equality of material, but leaves White with a hopeless game.

15 B—Q3 K—R1
16 K—R1 B—Kt3

White is completely at a loss for a move.

17 B—QB1 Kt×P
18 B×Q Kt×B!

Q×Kt would at least prolong the game.

19 K—Kt1 Kt×P ch
20 K—B1 Kt×R dis. ch

If 20 K—R1, Kt—B7 ch;
21 K—Kt1, B—KB4, &c.

B—Kt5

White resigns.

Against the threat of B—K7 ch and B—B7 mate White can do no better than give up his Queen for a Rook and a Bishop, remaining with a dead lost game.

GAME 127

Budapest, 1893

KING'S GAMBIT
DECLINED

White : Black :

CHAROUSEK MAKOVETZ

1 P—K4 P—K4
2 P—KB4 B—B4
3 Kt—KB3 P—Q3
4 P—QKt4

This move was made by Morphy in an off-hand game against Barnes in 1858 (see *M.G.C.*, p. 242), Barnes declining the Pawn and winning the game. Morphy also made the move in a similar position (Black having played 3..Kt—QB3 in place of P—Q3) against Lord Cremorne in the blindfold exhibition at the London Chess Club on April 13, 1859.

3 B×P
5 P—B3 B—R4
6 B—B4 B—Kt3
7 P—Q4 B—Kt5?
8 BP×P P×P??

Black's 7th move was bad, but this is simply ruinous. The game must have been a very quick one, for Makovetz was really a fine player at his best.

9 B×P ch K—B1
10 B—R3 ch Kt—K2
11 Castles P×P
12 Q—Kt3 P—Kt3
13 B×P Resigns.

GAME 128

Budapest, 1895

SCOTCH GAME

White : Black :

CHAROUSEK MAKOVETZ

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3

3 P—Q4 Kt×P
 4 Kt×Kt P×Kt
 5 Q×P Kt—B3

Black has adopted the most uninteresting defence, which promises nothing better than a draw. He should have continued Kt—K2—QB3. As it is, he gives White a chance by cramping his own development.

6 B—QB4 P—Q3
 7 Kt—B3 B—K2
 8 P—B3 Castles
 9 Castles P—B3
 10 B—K3 P—QKt4
 11 B—K2 Q—B2?

P—QR4 was necessary. And it was a mistake to exchange Pawns next move, when 12.. P—Kt5 offered some chances of a counter-attack if White took the Pawn.

12 P—QR4 P×P
 13 R×P P—QR3
 14 R—Q1 P—B4
 15 Q—Q2 Q—Kt3
 16 P—QKt3 B—Kt2
 17 QR—R1 P—KR4

A diversion on the K side which only produces a fresh weakness in Black's game.

18 B—QB4 Kt—Q2
 19 Kt—Q5 B×Kt
 20 B×B R—R2
 21 P—KB4 Q—B2
 22 Q—K2 Kt—B3
 23 R×P Kt—Kt5

24 R—B6 Q—Kt1
 25 B—B1 B—B3
 26 P—K5! P×P
 27 P—R3 Kt—R3
 28 R×B!

Charousek has made excellent use of his opportunities, and now delivers the finishing blow.

P×R
 29 Q×RP K—Kt2
 30 P×P Resigns.

GAME 129

Budapest, 1896

KING'S GAMBIT
 DECLINED

White : Black :

CHAROUSEK MAKOVETZ

1 P—K4 P—K4
 2 P—KB4 B—B4
 3 Kt—KB3 P—Q3
 4 P—B3

As played by Charousek against Janowski, Berlin, 1897. See Game 41 and the notes there.

Kt—KB3
 5 P×P P×P
 6 Kt×P Castles

Hoffer calls this correct. Janowski played 6..Q—K2.

7 P—Q4 B—Q3

If 7..Kt×P, the continuation would be 8 Kt—B3!, B—

Q3, transposing into the actual variation played. White could not, of course, play 8 P×B nor 8 B—Q3 without losing the game. And if 8 Q—B3, B×P; 9 Q×Kt, B×Kt, White is again hopeless.

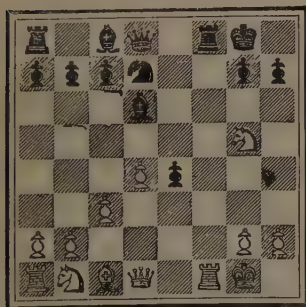
- 8 Kt—B3 Kt×P
9 B—Q3 P—KB4
10 Castles Kt—Q2 ?

P—KR3 was necessary.

- 11 B×Kt P×B
12 Kt—Kt5 !

Unanswerable. If 12..R×R ch, 13 Q×R, Kt—B3; 14 Q—B ch, &c.

Position after White's 12th move.



- 13 Q—Kt3 ch Kt—B3
14 Kt—B7 ch K—R1
15 Q×R R×Kt
16 B—Kt5 P—B4
17 Kt—Q2 B—K2
18 Kt×P P×P
19 Kt×Kt P×P
 Resigns.

GAME 130

Budapest, 1896

GIUOCO PIANO

White : **Black :**

- | | |
|-----------|--------|
| CHAROUSEK | EXNER |
| 1 P—K4 | P—K4 |
| 2 Kt—KB3 | Kt—QB3 |
| 3 B—B4 | B—B4 |
| 4 Castles | P—Q3 |
| 5 P—B3 | Kt—B3 |

5..B—KKt5 is better.

- | | |
|---------|---------|
| 6 P—Q4 | P×P |
| 7 P×P | B—Kt3 |
| 8 Kt—B3 | Castles |
| 9 P—KR3 | |

An old game, Hiber—De Vere, here continued 9 B—KKt5 ?, a move designed to stop Black's KKt×P, which Charousek rightly does not fear.

- | | |
|----------|--------|
| | KKt×P |
| 10 Kt×Kt | P—Q4 |
| 11 B×P | Q×B |
| 12 Kt—B3 | Q—KR4 |
| 13 B—K3 | P—B4 ? |
| 14 P—Q5 | Kt—K2 |
| 15 B×B | RP×B |
| 16 P—Q6 | |

Taking full advantage of Black's bad 13th move, White now pulverises his Queen's side and dominates the board.

- | | |
|----------|-------|
| | P×P |
| 17 Q×P | Kt—B3 |
| 18 QR—Q1 | R—R4 |

19 R—Q5 R×R
 20 Kt×R R—Q1
 21 Q—B7 R×Kt
 22 Q×B ch Kt—Q1

R—Q1 lost a little more slowly.

23 Q—B4 Q—B2
 24 Kt—Kt5 Resigns.

GAME 181

Budapest, 1896

GIUOCO PIANO

White : **Black :**

JACOBY CHAROUSEK

1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—B4 B—B4
 4 Castles Kt—B3
 5 P—Q3 P—Q3
 6 Kt—B3

White plays on perfectly sound Pianissimo lines, though his early castling would not commend itself to all the critics. He does not seem to lose anything by it here.

7 B—K3 B—KKt5
 8 P—KR3 Kt—Q2
 9 Kt—Q5 B—K3
 10 Kt—Kt5 ? Castles

Now, however, he indulges in an unsound combination,

for which there was not the least necessity.

B×Kt
 11 KB×B B×B
 12 Kt×BP R×Kt
 13 Q—R5 Q—K2
 14 P×B Kt—B3

A complete answer, leaving White with a Rook and a doubled Pawn against two Knights.

15 Q×R ch Q×Q
 16 B×Q ch K×B
 17 R—B2 Kt—K2
 18 QR—KB1 K—K3
 19 P—B4 P—QR4 !
 20 P—KKt3 Kt—B3
 21 P—R3 P—R5
 22 K—Kt2 Kt—QR4
 23 P—KKt4 P—R3
 24 K—Kt3 Kt—Kt6
 25 R—B5 Kt—B4
 26 R—Q1 R—R3

Black's Q side manœuvres now meet with their reward, and the Rook's entry into the game decides it in his favour.

27 P—R4 R—Kt3
 28 P—Kt5 KKt×P ch
 29 P×Kt Kt×P ch
 30 K—Kt4 P—R4 ch
 31 K×P K×R
 32 R—B1 ch K—K3
 33 K—Kt6 R×P

White resigns.

If 34 R—KR1, R—KKt7 ;
 and if 34 R—B7, R—KR7.

GAME 132

Budapest, 1896

SICILIAN DEFENCE

White : Black :

KALNICZKY CHAROUSEK

- | | |
|----------|--------|
| 1 P—K4 | P—QB4 |
| 2 Kt—KB3 | P—K3 |
| 3 Kt—B3 | Kt—KB3 |
| 4 P—QR3 | Kt—B3 |
| 5 P—Q4 | P×P |
| 6 Kt×P | P—QR3 |

Both players have now interpolated the move P—QR3 in an ordinary form of the Sicilian. 6..B—K2 is better, as in Game 44.

- | | |
|-----------|------|
| 7 B—K2 | Q—B2 |
| 8 Castles | |

Here White should have played B—K3. Now Black gets a strong attack against the castled King.

- | | |
|----------|---------|
| | B—Q3 |
| 9 P—KKt3 | Kt×Kt |
| 10 Q×Kt | P—QKt3 |
| 11 B—K3 | B—B4 |
| 12 Q—Q2 | B—Kt2 |
| 13 B—B3 | P—KR4 |
| 14 QR—Q1 | P—R5 |
| 15 B×B | Q×B |
| 16 Q—Q6 | Castles |
| 17 Kt—R4 | Q×Q |
| 18 R×Q | P×P |

Hoffer calls this weak, and says that Charousek should

have played 18..B—B3. The only difference appears to be that, but for the exchange of Pawns, White could not have made his 21st move—which in itself was inferior. Therefore by playing 18..P×P Charousek really gave his opponent more chance to err!

- | | |
|----------|------|
| 19 BP×P | B—B3 |
| 20 Kt—B3 | |

Not, of course, 20 Kt×P ch, K—B2; 21 Kt—B4, B—Kt4.

K—B2

21 P—K5?

This loses a Pawn. 21 R—Q2 was correct.

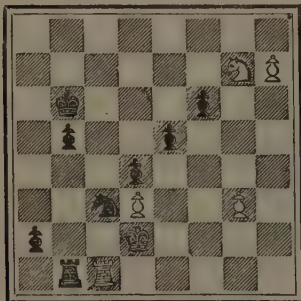
- | | |
|------------|--------|
| | B×B |
| 22 R×B | Kt—Kt5 |
| 23 Kt—K4 | Kt×KP |
| 24 R—B3 ch | Kt—B3 |
| 25 R—Q2 | P—Q4 |
| 26 Kt—Kt5 | R—Q2 |
| 27 R—B2 | P—Q5 |
| 28 R—QB4 | P—Kt4 |
| 29 R—B5 | K—Kt3 |
| 30 P—QKt4 | Kt—Q1 |
| 31 R—Q2 | P—B3 |
| 32 Kt—B3 | P—K4 |

The Pawns are obviously irresistible. The ending is nevertheless a good example of how to win a won game.

- | | |
|-------------|-------|
| 33 R—B3 | Kt—K3 |
| 34 R—K3 | R—QB2 |
| 35 R(K3)—K2 | R—B6 |

- 36 R—Q3 R×R
 37 P×R R—QB1 17
 38 Kt—K1 R—B6 8
 39 R—R2 Kt—B2
 40 K—B1 Kt—Q4 9
 41 K—K2 R—B8
 42 K—Q2 R—Kt8
 43 R—B2 Kt—B6 20
 44 R—B1 R—Kt7 ch
 45 R—B2 R—Kt6
 46 Kt—B3 R×RP 1
 47 Kt—R4 R—Kt6
 48 Kt—B5 R×P
 49 Kt×KtP P—R4
 50 P—R4 P—R5 2
 51 P—R5 P—R6 3
 52 P—R6 R—Kt8
 53 R—B1 P—R7
 54 P—R7

Position after White's 54th move.



Now comes an artistic finish.

- R×R
 55 P—R8(Q) R—Q8 ch 5
 56 K—B2 P—R8(Kt) ch 16
 57 K—Kt2 R—Kt8 ch 7
 58 K—R3 Kt—B7Mate 8
 16 P×P, B×Kt; 17 Q×B,

GAME 133

? Budapest, 1898

SCOTCH GAMBIT

White : **Black :**

CHAROUSEK MAROCZY

- 1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 P—Q4 P×P
 4 B—QB4 B—B4
 5 P—B3 Kt—B3

The game is now a *Giuoco Piano*.

- 6 P—K5 P—Q4
 7 B—K2

See the note on this move in Game 117, where the position is the same as here now.

- 8 P×P Kt—K5
 B—Kt5 ch

In Game 117 Schlechter played 8..B—Kt3.

- 9 B—Q2 Kt×B
 10 QKt×Kt Castles
 11 Castles P—B3

A move of which the effect on White's centre soon becomes apparent.

- 12 P—QR3 B—R4
 13 Kt—Kt3 B—Kt3
 14 R—B1 Kt—K2
 15 B—Q3 B—Kt5
 16 Q—B2

R×P; 18 Q—R₃ has been suggested. White fails to obtain any real attack by the course which he adopts.

	B×Kt
17 P×B	P×P
18 P×P	R×P
19 K—R ₁	P—Kt ₃
20 Kt—Q ₂	R—B ₅
21 P—Kt ₄	

To prevent P—B₄.

	P—B ₃
22 P—B ₃	Q—KB ₁
23 QR—K ₁	Q—R ₃
24 Q—Kt ₃	QR—KB ₁
25 R—K ₂	

25 Kt—K₄ is White's last chance. Even that fails, however, against 25..Kt—B₄.

	Kt—B ₄
26 B×Kt	KR×B
27 P—K ₆	R—K ₁

and Black won.

Charousek was not in an inspired mood this game.

GAME 184

Budapest, 1896

RUY LOPEZ

White:	Black:
JACOBY	CHAROUSEK

1 P—K ₄	P—K ₄
2 Kt—KB ₃	Kt—QB ₃

3 B—Kt ₅	Kt—B ₃
4 Castles	Kt×P
5 P—Q ₄	B—K ₂
6 Q—K ₂	Kt—Q ₃
7 B×Kt	KtP×B
8 P×P	Kt—Kt ₂
9 P—QKt ₃	Castles
10 B—Kt ₂	P—Q ₄
11 QKt—Q ₂	Kt—B ₄
12 P—B ₄	

12 Kt—Q₄ is better, as in Game 113. See that game for notes on the play up to this point.

	Kt—K ₃
13 P—Kt ₃ ?	

Kt—Q₄ is still the right move, and if then Kt—B₅, 14 Q—B₃.

	P—B ₃
14 KR—K ₁	BP×P
15 Kt×P	B—B ₄
16 QKt—B ₃	

After this White gets into great difficulties. The best move appears to be 16 Kt—Q₃.

	Kt—Kt ₄
17 B—Q ₄	

Hoffer suggests 17 Kt×Kt, R×P; 18 Q×R, B×Q ch; 19 K×B, Q×Kt; 20 Kt—B₃, Q—Q₁; 21 R—K₅.

	B×B
18 Kt×B	Kt—R ₆ ch

- 19 K—R1 Kt×P ch
 20 K—Kt1 Kt—R6 ch
 21 K—R1 P×P
 22 KKt×P(B6) B—Kt2
 23 Q×P ch K—R1
 24 R—K6

He must prevent 24..Q×Kt;
 25 Q×Q, B×Kt ch, winning

back the Queen with a piece ahead.

Q—Kt4

Clearing the rank for his QR.

- 25 Q—Kt5 ~~Q×Q~~
 26 Kt×Q QR—K1 !

White resigns.

PART V

CORRESPONDENCE AND CONSULTATION GAMES

IN this division of the book are included two games from the correspondence tournament for Hungarian players, organised by the *Pesti Hírlap*, of which details have been given in the Biographical Introduction; and ten consultation games, in two of which Charousek alone opposed three players combined, while in the other eight he also had allies against an allied opposition. The majority of the latter eight games will be found specially worthy of attention, and all were minutely analysed by Marco and others at the time when they were played.

I decided to put the correspondence games in the same division with the consultation games, because in both of these varieties of chess there is wont to be unusually careful consideration of the result of moves, whether one brain or more be engaged upon it.

GAME 135

*Correspondence, July 1893—
May 1895*

BIRD'S OPENING

White : **Black :**

KONYOVITS CHAROUSEK

1 P—KB₄ P—Q₄ /
2 P—QKt₃

form of the game. It is interesting to watch Charousek's method of dealing with it.

	P—K ₃
3 B—Kt ₂	P—QB ₄
4 P—K ₃	P—QR ₃
5 Kt—KB ₃	Kt—QB ₃
6 B—Q ₃	

The advantage of this, without the preliminary P—Q₄, is doubtful. As Albin wrote in a note to the Bird-Janowski

A good continuation in this

game, Hastings, 1895, the development of White's KP is the most difficult point in this opening.

	Kt—B ₃
7 Castles	B—K ₂
8 Kt—B ₃	Castles
9 P—QR ₃	P—QKt ₄
10 R—B ₁	B—Kt ₂
11 Q—K ₁	

The Queen looks as if she were going into action on the K side. But the opportunity never arises.

	Kt—K ₁
12 P—K ₄	P—B ₅
13 B—K ₂	

Hoffer suggests the alternative 13 KP×P, P×P; 14 B—B₅, with the intention of getting the Bishop eventually to Kt₂.

	Q—Kt ₃ ch
14 K—R ₁	P—Q ₅
15 Kt—Q ₁	P—Q ₆
16 BP×P	P×KtP

Position after Black's 16th move.



17 R—B₃

Otherwise Black would immediately push up the QRP. But Black has an excellent idea of defending his advanced Pawn temporarily by other means.

	Kt—R ₄
18 Kt—K ₃	KB×P
19 B×B	P—Kt ₅
20 Kt—K ₅	

20 B×P, Q×B; 21 Kt—B₄ is surely stronger.

P×B

P×R is inferior, for then 21 Kt—B₄, Kt×Kt; 22 Kt×Kt, Q moves; 23 P×P, and White either gets back the exchange or wins a piece.

21 QKt—B ₄	Kt×Kt
22 Kt×Kt	Q—Q ₅

Now Black can no longer hold his advanced Pawn—or rather Pawns—with safety. But there is a third string, which has an important bearing on the result of the game.

23 R×P	B—B ₃
24 Kt×P	

Perhaps this is premature. 24 Q—R₁, Q×Q; 25 R×Q seems to give him a better game than he actually obtained.

	Kt—Q ₃
25 Kt—B ₂	Q—R ₂

26 Kt—K₃ 6 P—B₄
 27 R—QB₃ QR—B₁
 28 Kt—B₄ Kt—Kt₄
 29 R—B₁ P—QR₄
 30 B—Q₁ Kt—Q₅
 31 R—R₁ 9 P—R₅ 6
 32 P×P P×P 7
 33 B×P

White does not see what is coming.

QR—K₁
 34 Q—Q₁ B×P ch !!!
 35 K×B R—K₇ ch 8
 36 K—Kt₃ Q—Kt₂
 37 R—B₂ R—B₃
 38 Kt—K₅ R×Kt ! 7
 39 P×R R—Kt₃ ch
 40 K—B₄ Q—Q₄
 41 B—Q₇

Prepared, should Black continue R—Kt₅ ch, to give up his Queen, *e.g.*, 42 Q×R, P×Q; 43 B×P, with some fight left in the game.

Q×B
 42 R—R₈ ch K—B₂
 43 Q—QKt₁ R—Kt₅ ch
 44 K—K₃ P—B₅ ch 7
 45 R×P ch R×R
 46 Q—R₂ ch

If 46 K×R, Q—B₄ ch; 47 K—K₃, Q×KP ch; 48 K—B₂, Q—K₇ ch; 49 K—Kt₃, Q—B₆ ch, and mate in two.

K—Kt₃

White resigns.

A notable game throughout.

GAME 136

Correspondence, 1894

FRENCH DEFENCE

White : Black :
 CHAROUSEK MAROCZY

1 P—K₄ P—K₃
 2 P—Q₄ P—Q₄
 3 Kt—QB₃ Kt—KB₃
 4 B—Kt₅ B—K₂
 5 B×Kt B×B
 6 Kt—B₃ Castles
 7 Q—Q₂

This was the move made by Blackburne against Tarrasch at Hamburg, 1885, the game continuing the same as the present one up to move 10.

P—B₄
 8 KP×P BP×P
 9 Kt×P P×P
 10 Castles

Blackburne played 10 B—K₂ and (after Kt—B₃) 11 Kt—Kt₃, castling K side.

Kt—B₃
 11 Kt—B₃ Q—R₄

Having a weak isolated QP, Black wishes to exchange it for White's QRP. White makes no objection, having an excellent resource on move 14.

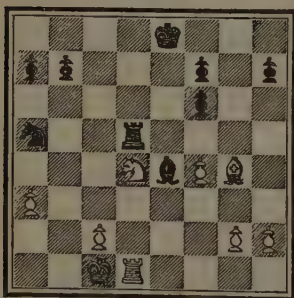
12 Kt×P Q×P
 13 Kt×B ch P×Kt
 14 Q—B₃ ! B—B₄
 15 Q—R₃ Q×Q

- 16 P×Q KR—Q1
 17 B—Kt5 Kt—R4
 18 KR—K1 K—B1
 19 Kt—Q4 B—Kt3
 20 B—K2 R—Q4
 21 B—Kt4 R—K1

If Kt—B5, 22 B—K6!, R—QB4; 23 B×Kt, R×B; 24 P—B4+.

- 22 R×R ch K×R
 23 P—KB4 B—K5

Position after Black's 23rd move.



24 R—K1!

It is necessary for White to exercise care, for, apart from B×KtP, Black threatens Kt—B5—K6.

- 25 B—B5 R×Kt
 26 B×B K—B1

Hoffer points out the objection to 26 R×B, viz. R—Q4; 27 B—R3 (best), R—QB4, threatening Kt—B5, and

White's Bishop is out of play.

- P—R4!
 27 P—Kt3 P—R5!
 28 P×P

If 28 P—Kt4, Black can reply Kt—B5 or P—B4, followed by Kt—B5, in both cases getting the superior game.

- P—B4
 29 B×BP R×P
 30 B—Q3 R×P
 31 R—B1 R×P
 32 B—Kt6 P—B3
 33 R×P ch K—Kt2
 34 R—K6 Kt—B5
 35 B—K4 R—B7
 36 B—Q3 Kt×P
 37 R—K7 ch R—B2
 38 R×R ch K×R
 39 K—Kt2

The draw is forced. If 39 P—B3, P—R3; 40 K—Kt2, Kt—Kt4; 41 B×Kt, P×B, and the result is the same.

- Kt×P
 40 B×Kt Drawn.

GAME 137

Berlin Chess Club, Feb. 2, 1897

VIENNA GAME

- White : Black :
 CHAROUSEK CORDEL,
 HEYDE, AND
 RICHTER
 1 P—K4 P—K4
 2 Kt—QB3 Kt—KB3

✓ 3 P—B₄ P—Q₄
 4 BP×P Kt×P
 5 Q—B₃ Kt×Kt

An uncommon variation in comparison with 5..P—KB₄ and the old, but now again not infrequently played, 5..Kt—QB₃. It was seen in a game Hromadka—Sterk, Postyen, 1912, Hromadka answering with 6 KtP×Kt. This alternative of capture with QP or KtP often presents itself to White in the Vienna. Charousek decides in favour of the free QB rather than the united Pawns.

6 QP×Kt Q—R₅ ch

Now we have a position like one arising out of the defence with 5..Kt—QB₃; 6 B—Kt₅, Kt×Kt; 7 KtP×Kt, Q—R₅ ch.

✓ 7 P—Kt₃ Q—K₅ ch
 ✓ 8 Q×Q P×Q
 ✓ 9 B—Kt₂ B—KB₄
 10 B—B₄ B—B₄

10..P—KR₃, to be followed by P—KKt₄ and B—Kt₂, is a preferable way of developing this Bishop. Now Black loses a Pawn.

11 Castles Kt—B₃
 12 R—K₁ Castles QR
 13 B×P B×B
 14 R×B KR—K₁

9 15 Kt—B₃ R—Q₂
 16 R—Q₁

A weak move which throws away White's advantage. The Rook should have gone to K₁.

17 K×R R×R ch
 18 R—B₄ P—B₃
 19 R×B P×P

If 19 Kt×P, then Kt×Kt; 20 R×B, Kt—B₆! 19 B×P would lose outright.

✓ 20 P×P P×B
 21 P—B₅ R—B₁
 22 Kt—Q₄ Kt—K₂
 P—B₃

Forced. R×P ch was threatened.

23 R—K₅ K—Q₂
 24 K—Q₂ K—Q₃
 25 R—R₅

This was unwise, taking White's Rook out of the game (see move 30) and leaving the initiative to Black. 25 R—K₆ ch was necessary.

26 P—Kt₄ P—QR₃
 27 K—Q₃ R—B₃
 28 Kt—B₃ R—R₃
 29 K—K₄ R—R₆
 30 R—B₅ Kt—Q₄
 31 Kt—Kt₅ P—QKt₄!

The sole desperate resource which remains.

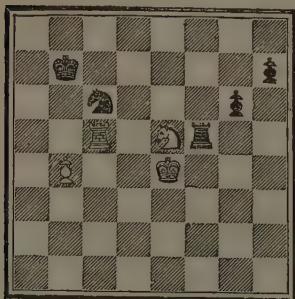
- 32 Kt—B7 ch K—B2
 33 Kt—K5 R—K7 ch
 34 K—Q4 R—Q7 ch
 35 K—K4 Kt—K2
 36 P—R4 R×P
 37 P×P RP×P
 38 P—B4 K—Kt2
 39 K—Q3

If 39 P×P, R×R; 40 P×R, P×P, Black's two passed Pawns win speedily.

- 40 P×P R—B7
 41 K—K4 R×P
 41 P×P ch, Kt×P; 42 R×Kt (if 42 Kt×Kt, R×R wins), R×Kt leads to much the same kind of end-game as actually occurred, with White's forces more backward.

- 42 P×P ch P—Kt3
 42 P×P ch Kt×P

Position after Black's 42nd move.



43 Kt—Q7

Now R×Kt is impossible on account of Black's capture of the Knight with a check. White sets a trap—if 43.. R×R, 44 P×R, Kt—K2; 45 Kt—B6, P—R4; 46 K—B4, K—B3; 47 K—Kt5, K×P; 48 Kt×P, drawing—but the allies do not fall into it.

- 44 R—Kt5 ch R—B2
 45 R—Kt6 ch K—R3
 46 R×Kt K—R2
 47 P—Kt5 R×Kt
 48 K—Q5 R—KB2
 49 R—K6 K—Kt2
 50 K—B5 P—Kt4
 51 R—Kt6 ch P—Kt5
 52 R—QR6 K—B1
 52 R—QR6 R—KKt2

To stop 53 R—R8 ch and 54 R—KKt8.

- 53 P—Kt6 K—Kt1
 54 R—R1 P—Kt6

White resigns.

GAME 138

Prague, 1897

GIUOCO PIANO

White : Black :

KOTRČ CHAROUSEK
 KVICALA, AND
 SVEJDA

- 1 P—K4 P—K4
 2 Kt—KB3 Kt—QB3
 3 B—B4 B—B4

4 P—B₃ Kt—B₃ ✓
 5 P—Q₄ P×P 5
 6 P×P B—Kt₅ ch
 7 B—Q₂ B×B ch 6
 8 QKt×B KKt×P

This is simpler than the immediate P—Q₄ which expert opinion generally prefers.

9 Kt×Kt P—Q₄ 7
 10 B—Q₃ P×Kt 6
 11 B×P Kt—K₂

Black in this variation isolates the hostile QP; but he has to be careful that White does not get rid of it for one of his own united Pawns on the Q side.

12 Q—B₂ P—QB₃
 13 Castles KR P—KR₃
 14 Kt—K₅ Castles

Not Q×P, because of 15 Kt×QBP!

15 QR—Q₁ B—K₃
 16 KR—K₁ B—Q₄ 9
 17 P—B₄

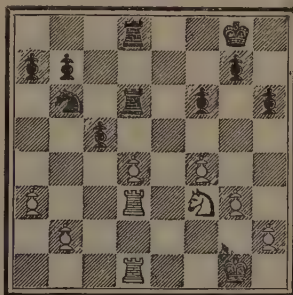
Of doubtful merit. If this Pawn is to move, B₃ is a better square.

B×B 10
 18 R×B Kt—Q₄
 19 Q—B₂ Kt—B₃
 20 R—K₂ Q—Q₄
 21 P—QR₃ QR—Q₁ 1
 22 Q—B₃ KR—K₁ 2
 23 R—K₃ R—K₃
 24 P—KKt₃ KR—Q₃
 25 Q×Q Kt×Q

26 R—Kt₃ Kt—Kt₃ 1
 27 KR—Q₃ P—B₃
 28 Kt—B₃ P—QB₄

Now Black forces to an issue the question of the isolated QP. The game is an admirable example of the strategy which is known as modern. It has, however, its pretty points.

Position after Black's 28th move.



29 P—Kt₃ R—Q₄
 30 P—QR₄ P—B₅ 1
 31 P×P Kt×P 2
 32 R—QB₁ Kt—Kt₃
 33 R—Kt₃ 5 R(Q₁)—Q₂
 34 R—R₁ R—R₄ 3
 35 R—Kt₅ R—Q₄
 36 R—Kt₄ R—Q₂
 37 R—Kt₅

White is willing to draw; but Black, of course, is not.

R×R
 38 P×R 6 Kt—B₁ 8
 39 R—QB₁ Kt—Q₃ 8
 40 P—Kt₆

The Pawn sacrifice is unnecessary, and helps Black towards victory. 40 R—Kt1 was the only good move, and would have made Charousek's task much harder.

	P×P
41 R—Kt1	P—QKt4
42 K—B2	R—K2
43 R—Kt3	K—B2
44 P—Kt4	K—K3
45 R—K3 ch	K—Q2
46 R×R ch	K×R
47 P—B5	K—Q2
48 K—K3	K—B3
49 K—Q3	P—Kt5
50 K—Q2	K—Q4

White resigns.

The White allies (who were three noted Bohemian problemists) recognised that the end is only a matter of time now, their own moves being so limited.

GAME 139

Berlin, September 11, 1897

RUY LOPEZ

White :	Black :
METGER,	CHAROUSEK,
SCHIFFERS,	MARCO,
AND	AND
TEICHMANN	SCHÜTING
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	B—B4
4 P—B3	B—Kt3

Charousek's suggestion. He tried the move again in Game 85.

5 Castles

5 P—Q4 at once (as in Game 85) would have prevented Black's P—Q3.

	P—Q3
6 P—Q4	B—Q2
7 Kt—R3	

This was suggested by Metger. It seems best met by 7.. P×P; 8 P×P, KKt—K2. By omitting the exchange of Pawns Black gets a bad Pawn position on the Q side three moves later.

	KKt—K2
8 Kt—B4	Castles
9 P—QR4	P—QR3

Had he exchanged Pawns on move 7, Black would now have the resource B—R4.

10 Kt×B	P×Kt
11 B—B4	

The Bishop should have gone to Q3, and if then B—Kt5, 12 P—Q5.

	B—Kt5
12 B—K3	P—Q4
13 P×QP	KKt×P
14 B×Kt	Q×B
15 P×P	B×Kt
16 Q×B	Q×Q
17 P×Q	Kt×P
18 B×P	Kt×P ch

19 K—Kt2 Kt—Q7

20 KR—K1

Draw agreed.

8 QKt—Q2 Kt—B3

9 P—B3 Q×P (B4) ✓

10 B—Q3 Kt—KKt5

Marco observes that 'this move and the retort are equally exotic.'

11 Kt—Kt5 QKt—K4

If 11..Kt×KP, 12 Q—K2, Kt—B5; 13 B×Kt, P×B; 14 Kt—K4, with advantage.

12 QKt—B3 B—Q2

If 12..Kt×BP, 13 K×Kt, Kt—Kt5 ch; 14 K—K1, and Black has not enough for his piece.

GAME 140

Vienna, October 1897

QUEEN'S PAWN GAME

White :

Black :

MARCO

CHAROUSEK

AND

AND

FÄHNDRICH

HALPIN

1 P—Q4 P—Q4

2 Kt—KB3 P—K3 ✓

3 B—B4 B—Q3

13 Kt×Kt Kt×Kt 6

14 B—K2 P—B3

15 Kt—B3 Kt—B3

16 Q—B2 P—KKt3

17 Castles QR

White had the alternative 17 Q×P ch, P×Q; 18 R×R ch, &c.

The same moves occurred in Game 37, Blackburne (White) continuing with 4 B×B.

4 B—Kt3 Kt—KB3 ✓

5 P—K3 B×B

Black does not fear in this game to give White an open KR file, relying on Kt—KKt5 to stop the attack. Nor, when the time comes, does White venture to capture the KRP. See moves 12—15.

6 RP×B P—B4

7 P×P Q—R4 ch 7

Castles QR 7

18 Kt—Q4 Kt—K2

19 P—QB4 K—Kt1

20 P×P Q—R4

21 K—Kt1 Kt×P 8

22 Q—Q2 Q—Kt3

23 B—B4 Kt—Kt5 9

24 P—R3 Kt—R3

25 B×Kt P×B!

Foreseeing that White must play for the exchange of Queens, reuniting the doubled Pawns, in order to stop the

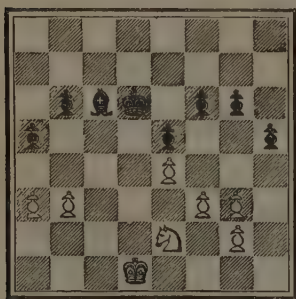
attack by P—K4, in conjunction with B—B4 ch or B—R5 or K3 (Marco).

- 26 Q—Kt4 P—QR4
 27 Q×Q ch P×Q 10
 28 P—Kt3

It looks as if White wishes to play R—R6 and QR—R1. But if at once 28 R—R6, then P—K4, followed by 29..B—B4 or Kt5, according to the move of White's Knight.

- 29 Kt—K2 P—K4 1
 30 Kt—B3 P—R4
 31 P—K4 B—B3
 32 P—B3 R—Q5 2
 33 K—B2 KR—Q1 3
 34 Kt—K2 K—B2 4
 35 R×R R×R 5
 36 K×R K—Q3

Position after Black's 36th move.



37 K—Q2

Marco states that White here considered the move 37 P—

QKt4, but did not play it because of the following variation: 37..P×P; 38 P×P, B—Kt4; 39 Kt—B3, B—B8; 40 Kt—Q5, B×P; 41 K—K2, P—B4; 42 Kt—K3, B—R6 — overlooking that now 43 Kt—B4 ch regains the Pawn. After the text-move it does not seem possible to save the game for White.

- 38 K—B3 K—B4
 39 Kt—B1 B—Kt4
 40 Kt—Q3 ch B—B8
 41 Kt—K1 K—Kt4
 P—Kt4

Threatening 42..P—R5; 46 P×P, P×P; 47 K moves, B×P!, &c. To avoid this, White commits suicide another way.

- 42 P—B4 KtP×P
 43 P×P P—R5!
 44 P×P P×P
 45 Kt—B3 B×P
 46 Kt×KP

46 Kt×RP, B×P leaves White's Knight a fast prisoner.

- 47 Kt—Kt4 P—R6
 48 K—Q4 B×P
 49 K—B3 B—B7
 50 Kt—R2 B—B4
 51 K—Q2 K—B4
 52 Kt—B1 K—Q5
 B—K3

White resigns.

GAME 141

Vienna, October 13-14, 1897

MUZIO GAMBIT

White :

Black :

CHAROUSEK

HALPRIN

AND

AND

FÄHNDRICH

MARCO

1 P—K₄

P—K₄

2 P—KB₄

P×P

3 Kt—KB₃

P—KKt₄

4 B—B₄

P—Kt₅

5 Kt—B₃

Not 10..Kt—KB₃, because of 11 Kt×Kt ch, Q×Kt; 12 P—K₅, Q×P (if B×P, 13 R—K₁); 13 Q×P ch, K—Q₁; 14 B×P, &c.

11 B×P

B×B

12 Kt×B!

B×B

If now Kt—KB₃; 13 Kt×B, Kt×Q; 14 Kt×Q, &c.

13 Q—K₅ ch

K—B₁

14 Q×R

B×R

15 R×B

Q—B₃

16 Q×P

MacDonnell's Attack, as played by MacDonnell in his match with La Bourdonnais.

Position after White's 16th move.

6 Q×P

P×Kt

P—Q₄

This was La Bourdonnais's move, but it is inferior to P—Q₃. Black probably expected 7 B×P, which was the *Handbuch* continuation, and against which 7..P—QB₃ is effective.

7 Kt×P!

Kt—QB₃

The best reply, 7..P—QB₃ now only leading to 8 Kt×P. This occurred in Marshall—Maroczy, Vienna Gambit Tournament, 1903, Maroczy continuing 8..B—R₃? and resigning on the 16th move.

8 Castles

B—Q₃

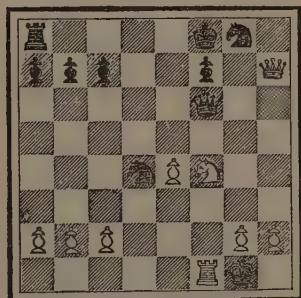
9 P—Q₄

Kt×P

10 Q—R₅

B—K₃

White threatens 17 Kt—Kt₆ ch; and if Black, to stop this, plays 16..Kt—K₂, then comes 17 P—B₃, Kt—K₃; 18 P—K₅, Q—B₄; 19 Kt×Kt ch, Q×Kt; 20 R—B₆, Q—Q₄ or B₅ (or Q×RP); 21 P—K₆, &c. If, instead of 17..Kt—K₃, 17..QKt—B₃, then 18 P—K₅, Kt×P;



Q×Kt

19 Kt—Q3, Q—KKt3; 20 Q—R8 ch, &c. Or 19.. Q—Kt3 ch; 20 K—R1, &c. Black must therefore give up his Queen now.

17 R×Q Kt—K7 ch
18 K—B2 Kt×R
19 P—KR4 R—Q1
20 Q—B5 Kt—K3

Marco points out that after 20..R—Q7 ch; 21 K—K1, R—K7 ch; 22 K—B1, Kt—K3; 23 Q—QKt5, White gets a passed Pawn on both sides of the board. He must win QKtP and QRP.

21 K—K3 P—Kt3
22 P—KKt4 R—Q8
23 P—Kt5 Kt—K2
24 Q—Kt4

24 Q—B3 is stronger.

25 P—R5 R—KB8
26 Q—Kt3 Kt—B3

If 26 P—R6, Kt—K4; 27 Q—R4! (27 Q—R5 or Kt2, Kt—B5 ch, and wins the Queen), Kt—Kt3, with advantage to Black.

27 Q×R R—B5

White feared Kt—K4.

28 K×Kt Kt×Q
K—Kt2

Black was short of time, and could not therefore fully

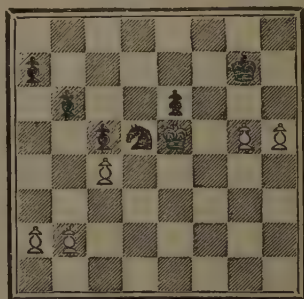
examine 28..Kt—Kt5; 29 P—B3, Kt×P or Kt—Q6 ch. It would appear as if the former move might have been risked.

29 P—B3 Kt—K2

Four moves made with the object of gaining time are here omitted.

30 P—K5 P—QB3
31 K—K4 P—QB4
32 P—K6! P×P
33 K—K5 Kt—Q4
34 P—B4!

Position after White's 34th move.



Kt—K6

Black, though he has a Knight against a Pawn, is entirely on the defensive, and has to play with great care. 34..Kt—Kt5 would lose, because of 35 K×P, Kt×P; 36 P—R6 ch, K—Kt3; 37 P—R7, K×RP; 38 K—B7, &c.

35 P—Kt3 K—B2
 36 P—Kt6 ch K—K2
 37 K—B4 Kt—B4
 38 K—Kt5 Kt—Q5
 39 P—R3

If 39 P—R6, Kt—B6 ch ;
 40 K—B4, Kt—R5 or 40
 K—Kt4, Kt—K5 ch, Black
 in both cases drawing, while
 if 40 K—R5?, then 40..
 K—B3. 39 K—R6 loses
 through 39..K—B3; 40 K—
 R7, Kt—B4; 41 P—R6,
 Kt—K2; 42 P—Kt7, K—
 B2; 43 K—R8, P—K4, and
 White cannot escape mate.

P—R3

Naturally not Kt×P.

40 P—Kt4 P—R4

If 40..P×P; 41 P×P, P—
 R4; 42 P—B5, KtP×P;
 43 P×RP, P—B5; 44 P—
 Kt7, K—B2; 45 P—QR6,
 Kt—B3; 46 K—R6, K—
 Kt1; 47 P—R7, Kt×P;
 48 K—Kt6, and White mates
 in two. If, instead of 42..
 KtP×P, 42..RP×P (a move
 which Marco's analysis does
 not notice), then 43 P—R6,
 Kt—B6 ch (if K—B1, 44
 K—B6 wins; and if P—Kt6;
 44 P—R7, P—Kt7; 45 P—
 R8 (Q), P—Kt8 (Q); 46
 Q—Kt7 ch, K—K1; 47 Q×
 Kt, and wins); 44 K—R5,
 K—B3; 45.P—Kt7, K—B2;

46 P—B6, P—Kt6; 47 P—
 B7, P—Kt7; 48 P—Kt8 (Q)
 ch, and wins.

41 P×RP P×P
 42 P—R4 Kt—B6 ch
 43 K—R6 K—B1
 44 P—Kt7 ch

If 44 K—R7, Kt—Kt4 ch;
 48 K—R8, Kt—B2 ch! and
 draws.

45 K—Kt6 K—Kt1
 46 P—R6 P—K4
 47 K—B6 Kt—R5 ch
 Kt—B6

Had Black played 47..P—K5
 48 P—R7 ch, K×P; 49 K—
 B7 would have won. The
 game was now abandoned as
 a draw.

GAME 142

Vienna, October 1897

VIENNA GAME

White : Black :

CHAROUSEK FÄHNDRICH
 AND AND
 MARCO HALPRIN

1 P—K4 P—K4
 2 Kt—QB3 Kt—KB3
 3 B—B4 Kt—B3
 4 P—Q3 B—Kt5
 5 Kt—K2

5 B—KKt5 is perhaps the
 commonest move of recent

years, preventing Black's P—Q4.
20 B—Q3

- 3 6 P×P P—Q4
7 Castles Kt×P
8 Kt×Kt Kt×Kt
9 Q—R5 Castles
B×Kt

Black fears Kt—K4.

- 5 10 P×B B—K3
11 B—QKt5

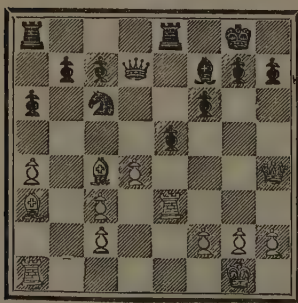
If 11 B×B, P×B, Black gets a good square for his Rook at B4.

- 12 P—QR4 Q—Q3
13 B—R3 KR—K1
14 KR—K1 Q—Q4
15 R—K3 P—B3
Q—Q2

White threatens 16 R—R3, B×R; 17 B—B4.

- 16 P—Q4 B—B2
17 Q—R4 P—QR3
18 B—Q3 B—Kt3
19 B—B4 ch B—B2

Position after Black's 19th move.



Marco here suggests 20 R—R3 as bringing about interesting complications, neither 20..P—R3 nor B×B being adequate replies. But 20..P—KR4; 21 B—Q3, P—B4, he says, gives Black the better game.

- 21 B—B4 ch K—R1
22 QR—K1 P×P
23 B—K6 R×B!

Black gets ample compensation for the Exchange.

- 24 R×R P×P
25 Q—Kt3 Kt—Q5
26 R—K7 Q×P
27 Q×P (B7)

White has an almost hopeless game. If he captures the other Pawn he equally loses a piece after Kt—Kt4.

- 28 R—Q7 Q×B
29 Q×KtP Kt—K3!
30 Q—Q5 R—KKt1
31 R—QB7 Kt—B1
32 Q—B3 B×P
33 R×BP B—R5
34 P—R4 Q—Kt5
35 P—R5 Kt—Kt3
36 Q—Kt3 Kt—K4
37 R(K1)—QB1 P—R3
38 R—B7 B—Q2
39 Q—K3 P—R4
40 R(B1)—B5 Q—KR5
R—Kt1

41 P—B3 Q—Kt6
42 Q—K2 R—K1

White resigns.

If 43 R×B, Kt×P ch; 44 Q×Kt, R—K8 ch; 45 Q—B1, Q—K6 ch, and Black soon forces mate.

The weaker pair of allies in this game show to more advantage than their opponents.

Black has played 5..B—K2 in place of Kt—B3. See Game 110, third note.

7 B×P P—QR3
8 P×P

It has been noted already that Charousek had not Morphy's dislike of the exchange of Queens.

Q×Q ch
9 K×Q B×P
10 P—QKt4 B—K2

The following four games belong to the second series of consultation games in which Charousek took part during his visit to the Vienna Chess Club in 1897.

GAME 143

Vienna, October 1897

QUEEN'S GAMBIT DECLINED

White : Black ;

CHAROUSEK MARCO
AND AND
FÄHNDRICH SCHLECHTER

1 P—Q4 P—Q4
2 P—QB4 P—K3
3 Kt—QB3 Kt—KB3
4 Kt—B3 P—B4
5 P—K3 Kt—B3
6 P—QR3 QP×P

BP×P is the best move here, as also in the variation where

B—R2 has points; but the text-move is better.

11 K—K2 P—QKt4
12 B—Q3 B—Kt2
13 B—Kt2 Castles KR
14 Kt—K4 Kt×Kt
15 B×Kt Kt—Q5 ch
16 B×Kt B×B
17 Kt—Q2 B—Kt2
18 KR—QB1 KR—QB1
19 P—B3 P—B3
20 P—K4 R×R
21 R×R R—QB1
22 B—B5 K—B2
23 Kt—Kt3 P—K4
24 K—Q3

24 B×B, R×R; 25 Kt×R, K×B (or 24..K×B; 25 Kt—B5, R—B2) leads to nothing definite. It is indeed hard for either side to formulate an effective plan in such a situation.

25 R—Q1 B—Q1
B—B3

26 B—K₃ B—K₂
 27 B—Kt6 R—QKt₁
 28 B—B₇ R—QB₁
 29 B—Kt6 R—QKt₁
 30 B—B₅ B×B
 31 Kt×B K—K₂
 32 K—K₃ R—QR₁
 33 Kt—Kt₃ B—Q₂
 34 P—Kt₃ B—K₃
 35 Kt—R₅

Not 35 Kt—B₅, P—QR₄
 then giving Black the advantage.

 R—QB₁
 36 K—Q₂ R—B₂
 37 R—QB₁ K—Q₃
 38 R—B₅ K—Q₂

Of course if R×R, 39 Kt—Kt₇ ch.

39 P—B₄ R×R
 40 P×R K—B₂
 41 K—B₃ B—R₇
 42 P×P P×P
 43 K—Kt₄ B—Kt₈
 44 P—QR₄ P×P
 45 Kt—B₄ B×P
 46 Kt×P B—B₃
 47 Kt—B₇ P—R₄ ch
 48 K—R₃ B—Q₂

White has been aiming at Kt—Kt₅—K₆ ch, but Black easily stops this.

49 P—R₄ P—R₄
 50 Kt—K₅ B—Kt₄

Drawn.

White has only to play 51 Kt—B₃, and if then K—B₃, 52

Kt—Q₄ ch, winning Black's K side Pawns, and drawing, even if it cost him his Knight. Or if 51..K—Q₂; 52 Kt—Q₄, B—B₃; 53 Kt—B₅, P—Kt₃; 54 Kt—Q₄, and Black can do nothing.

Decidedly the least interesting game of the two series. White took 5 h. 4 m., Black 3 h. 40 m.

GAME 144

Vienna, October 20–21, 1897

~~X~~ RUY LOPEZ

White : Black :

MARCO CHAROUSEK
 AND AND
 SCHLECHTER FÄHNDRICH

1 P—K₄ P—K₄
 2 Kt—KB₃ Kt—QB₃
 3 B—Kt₅ Kt—B₃
 4 Castles Kt×P
 5 P—Q₄ B—K₂

Compare Games 24, 113, 115, 120, 134.

6 Q—K₂ Kt—Q₃
 7 B×Kt KtP×B
 8 P×P Kt—Kt₂
 9 Kt—Q₄

Introduced by Winawer in a tie-match game against Zukertort, Paris, 1878, and still very frequently played. Alternatives are Kt—B₃, R—K₁, P—B₄, and P—QKt₃.

for the last of which see
Game 113.

10 Kt—QB3 Castles 7
 B—B4

Commended in Lasker's
Common Sense in Chess,
and played by him against
Winawer at Nuremberg in
1896. 10..Kt—B4 (Zuker-
tort's move) was previously
fashionable.

11 B—K3 Q—K1
12 P—B4 P—Q4

Lasker gives 12..P—Q3 and
likes Black's position. Cha-
rousek and Fährndrich after
this game suggested that
12..B—Kt3 was best, reserv-
ing the option of P—Q3 or 4.

13 QR—K1 B—Kt3
14 Kt—Kt3 P—B3
15 B×B RP×B 4
16 Q—Q2

Avoiding the draw which
would follow upon 16 P×P,
Q×Q; 17 R×Q, R×P;
18 R—K7, R—B2; 19 R—
K8 ch, R—B1, &c.

17 R×P P×P
18 P—B5 Q—Q1

White's Knights are badly
posted for assisting in the
assault on the K side, which
this move shows to be in-
tended.

Q—Q3
19 Q—Q4 Kt—Q1
20 P—Kt4 Kt—B2 10
21 R—K3 B—Q2 1
22 Kt—Q2 QR—K1
23 KR—K1 R×R 2
24 R×R P—R4

Now Black counters very
strongly on the K side.

25 P—KR3 Kt—R3
26 R—B3

To stop B×P.

P×P

P—Kt3 at once is very strong.

27 P×P P—Kt3

The Black players afterwards
agreed that 27..Q—B3; 28
Q×Q, P×Q was their best
course.

28 R—R3 P×P
29 P—Kt5 Kt—Kt5

If the Knight goes to B2,
30 Q—R4, Q—Kt3; 31 Kt—
K2 is a powerful threat.

30 Kt—B3 Q—K3
31 P—Kt4

White has nothing to gain
by checking.

K—B2

Black is bound to make pro-
vision against the advance
of White's Q side Pawns;
and this must be done by the
King.

32 P—R4 K—K1

33 P—R5 K—Q1

33..P×P; 34 P×P, B—B1 gives less hope of a definite issue to the game.

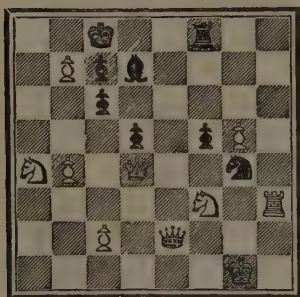
34 P×P K—B1

Black now offers a Pawn, intending, if it be accepted, to play 35..P—B5!

35 Kt—QR4 Q—K7

36 P—Kt7 ch

Position after White's 36th move.



According to Marco, White expected to win a piece or, if 36..K×P, to mate in nine moves thus:—37 Kt—B5 ch, K—B1; 38 Q—R1, K—Q1; 39 P—Kt6, Kt—K6; 40 Q—R8 ch, B—B1; 41 Kt—Kt7 ch, K—Q2; 42 R—R7 ch, K—K3; 43 Kt—B5 ch, K—Q3 (if K—B3, 44 Q—R1 ch, K×P; 45 Q—Kt7 mate); 44 R—Q7 ch, B×R; 45 Q×R mate. But

the mistake was that after 36..K—Kt1 there is not a piece to be won; and in trying to do so White loses the game.

K—Kt1

37 Kt—B5?

This loses. Nor is 37 R—R8 good, because of R×R; 38 Q×R ch, B—K1 (38..Q—K1; 39 Q×Q, B×Q; 40 Kt—B5 probably draws), and White has no satisfactory continuation. 37 Q—Q2 seems best.

Kt—K6

38 Kt×B ch

If 38 R—Kt3, Q—B8 ch; 39 K—R2, Q—B7 ch; 40 K—R1, Q×R; 41 Kt×B ch, K×P and Black wins.

K×P

39 Q—Q2 Q—B8 ch

40 K—R2 P—B5

41 Q×Kt

This prolongs the game though it leaves it with little further interest. The variations are pretty, and show the great master's art. If 41 Kt(Q7)—K5, then R—QR1 wins at once, for if 42 Kt—Kt1 (42 Kt—K1, Q×R ch; 42 K×Q, R mates), R—R8; 42 Kt(K5)—B3, Kt—Kt5 ch; 43 K—R1, Q×R ch, etc.; and if 42 R—R4,

R—R8; 43 R×P, Q—R8
ch; 44 K—Kt3, Kt—B8 ch.
Again, if 41 Kt(B3)—K5,
Q×R ch, &c. Lastly, if 41
Kt—Kt1, Kt—Kt5 ch; 42
K—R1, P—B6; 43 Kt×R,
P—B7; 44 R—Kt3, P×Kt
(Q) ch; 45 R×Q, Q—R6 ch.

GAME 145

Vienna, October 22-23, 1897

RUY LOPEZ

White :

Black :

CHAROUSEK

MARCO

AND

AND

FÄHNDRICH

SCHLECHTER

42 Kt×R P×Q 19
43 K—R1 Q—B7 ch 20
44 P—Kt6 P—K7
45 Kt×Q P—K8(Q)ch
46 K—Kt2 Q×Kt ch
47 K—B3 Q—Q7 ch
48 K—Kt4 Q—B6 ch
49 K—Kt5 Q×P ch
50 K—R6 Q—K2 ch
51 K—R7 Q×Kt ch

1 P—K4 P—K4
2 Kt—KB3 Kt—QB3
3 B—Kt5 P—QR3
4 B×Kt QP×B
5 Kt—B3

As played by Lasker in the tenth game of his second championship match with Steinitz, 1896. He afterwards (*e.g.*, against Tarrasch in 1908) returned to the 5 P—Q4 which he had played in the thirteenth game of the 1894 match with Steinitz; and P—Q4 is generally regarded as best.

If 51..P—Kt7, 52 Q—B3, ch and either Pawn or Rook falls immediately.

52 R—R6 Q—B4 6
53 K—R8 Q×RP
54 K—R7 Q—Q7
55 K—R8 Q—Q6
56 K—R7 Q—K6 7
57 K—R8 Q—K5 8
58 K—R7 Q—K1 ch
59 P—Kt7 P—Q5 9
60 P—Kt8(Q) P—Q6
61 K×Q Q×Q ch 20
P—B4

B—QB4

Best. Steinitz tried B—Kt5 in the game mentioned, and on another occasion P—B3.

6 P—Q3 P—B3
7 B—K3

7 Q—K2 has since been played as a preparatory move to this, *e.g.*, in Teichmann—Perlis, San Sebastian, 1912, where the game ran 7 Q—K2, Kt—K2; 8 B—K3, B—Q3; 9 P—Q4. In the present

White resigns.

White consumed 4 h. 34 m. over this game, Black 6 h. 23 m.

game White aims at an attack on the open KB file.

8 P×B B×B
9 P—Q4? Kt—R3

But now the weakness of the KP's is a serious matter in the end-game. Schlechter suggests 9 Castles, followed by Kt—K2—Kt3.

10 Q—K2 Q—K2
 P—QKt4!

This prevents a check from the Queen after Black has castled, restricts the movements of White's QKt, makes room for B—Kt2, and threatens P—Kt5, so indirectly attacking White's weak Pawns.

11 Castles KR Kt—B2
12 Q—B2 B—Kt2
13 Kt—KR4 Kt—Q3
14 Kt—B5 Kt×Kt
15 Q×Kt

If 15 P×Kt, P—B4!

 Castles KR
16 QR—Q1 QR—Q1
17 Kt—K2 P—B4
18 P—Q5 P—B5!
19 Kt—Kt3 R—Q3

Not 19.. P—B3, says Schlechter, because of 20 Q—K6 ch, Q×Q; 21 P×Q, KR—K1; 22 R×R, R×R; 23 P—K7, R—K1; 24 Kt—B5, B—R1; 25 R—Q1, Better, perhaps,

is 21.. QR—K1; 22 R—Q6, B—B1; 23 R×P, R×P; but Black has no longer any advantage.

20 Q—Kt4 B—B1
21 Q—K2

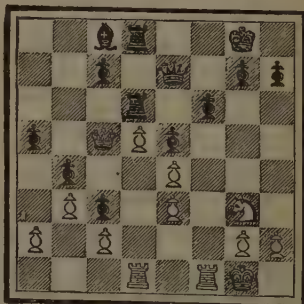
21 Kt—B5 seems better.

 KR—Q1
22 P—Kt3 P—B6

Threatening P—B3, and if P×P, R—Q7.

23 Q—Q3 P—Kt5
24 Q—B4 P—QR4
25 Q—B5

Position after White's 25th move.



K—B1!

Marco's suggestion—a simple move, but exceedingly effective. White's designs on the Q side Pawns are now thwarted. *E.g.*, if 26 Q×RP, R—R3, &c.

26 P—QR3 R—R3
27 Q×Q ch K×Q

GAME 146

Vienna, October 1897

RUY LOPEZ

White : Black :

MARCO AND CHAROUSEK AND
SCHLECHTER FÄHNDRICH

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—Kt5	P—QR3
4 B—R4	Kt—B3
5 Kt—B3	P—Q3
6 P—Q4	Kt—Q2

Tchigorin's defence in this form of the Lopez, as played by him, for instance, against Schalloppat Nuremberg, 1896. For Charousek's use of the move in a similar variation, see Games 71 and 103.

7 P×P	P×P
8 B—Kt3	

White has adopted the best line to retain the initiative.

P—R3

Of doubtful value. Why not 8..B—K2 If then 9 Kt—Q5, Castles; 10 Kt×B ch, Q×Kt; 11 Castles, Kt—B4; 12 B—Kt5, Q—Q2; 13 Q×Q, B×Q; 14 B—Q5, Kt—K3, Black has a good game.

9 B—K3	B—Q3
10 Castles	Castles
11 Kt—K2	Kt—R4

28 R—R1	P—Kt3
29 P×P	P×P
30 R×R	B×R
31 R—R1	B—Kt4
32 R—R5	R—QKt1
33 K—B2	K—Q3
34 R—R1	K—B4
35 Kt—K2	R—Q1
36 R—Q1	

The gambler's last throw in a hopeless position. See next note.

	P—B3
37 P—Q6	B×Kt

Avoiding complications. White perhaps speculated on 37..R×P; 38 Kt×P, P×Kt; 39 P—Kt4 ch, K×P; 40 R×R. But even then, after 40..K—R6; 41 K—K1 (all the Rook's moves are equally useless), K—Kt7; 42 K—Q1, B—R5, Black must win.

38 K×B	R×P
39 R×R	K×R
40 K—Q3	K—B4
41 P—Kt4	K—Kt4

White resigns.

The serious effect of White's 9th move is now apparent, for Black's (virtual) extra Pawn must carry the day. If 42 P—R4 (42 P—R3, P—Kt4), P—QB4; 43 P—Kt5, P×P; 44 P×P, P—B5 ch; 45 P×P ch, K—B4; 46 K—K2, K×P, &c.

White took 3 h. 50 m., Black 2 h. 40 m.

12 Kt—Kt3 Kt×B
 13 RP×Kt Kt—Kt1
 14 Q—Q2 Q—B3

21 P—B3 B—Q3
 22 K—B2 B—K3

Draw agreed on.

This averts all danger from a Bishop sacrifice by White.

15 Kt—K1 Kt—B3
 16 Kt—Q3 P—KKt4

To prevent P—KB4—which, however, according to Marco, was not contemplated by White at present.

17 P—KR4 B—K2

But now if 17..P×P, 18 Kt—K2, followed by P—KB4.

18 P×P P×P
 19 Q—B3 Q—Kt2
 20 B—B5 P—B3

The position is certainly in favour of White, with 23 Kt—R5 at his disposal, and the doubling of Rooks on the KR file to follow. But White accepted a draw, Marco explains, feeling that it would have been unfair to let the result of the match depend on this one game. And, moreover, in answer to 23 Kt—R5, Q—K2 might have been sufficient to save the game. If 23 R—R1, Hoffer suggests P—B4 for Black.

ADDENDUM

As the book goes to press, I am able to add the termination of Game 24, Charousek-Tarrasch, Nuremberg, 1896 (p. 48) :—

21 B—Kt5, R—K3; 22 B—K3, QR—K1; 23 B—B2, R—K4; 24 Q—Kt4, P—KR4; 25 Q—Q4, Q—B3; 26 R×R, R×R; 27 Q—R7, Q—K2; 28 K—B1, K—R2; 29 B—Kt3, R—K3; 30 R—Q1, P—R5; 31 B—B2, P—R6; 32 P—Kt3, Q—B3; 33 R—K1 (the only move to save the game, Hoffer says), Q×BP; 34 R×R, P×R; 35 Q×B, Q—Q8 ch; 36 B—K1, Q—B6 ch; 37 B—B2, Q—Q8 ch; 38 B—K1, Q—B6 ch; 39 B—B2, Kt—K4; 40 K—K1, Kt—Kt5; 41 Q—Kt6, Q—K5 ch; 42 K—Q1, Q—B6 ch; 43 K—K1, Q—K5 ch; 44 K—Q1, Kt×P; 45 P—B3, Q—Kt8 ch; 46 K—K2, Q×P ch; 47 K—Q1, Q—Kt8 ch; 48 K—K2, Q—K5 ch; 49 K—Q1, Q—Kt8 ch; 50 K—K2, Q—K5 ch; 51 K—Q1, Q—Kt8 ch; 52 K—K2, Q—Kt7 ch; 53 K—Q1, Q—Kt8 ch; 54 K—K2, Q—K5 ch; 55 K—Q1, Kt—Kt5; 56 B—Kt1, P—R7; 57 QB×P, Kt—K6 ch; 58 K—Q2, Kt—B8 ch; 59 K—Q1, Q—Kt5 ch; 60 K—B1, Kt×B; 61 Q×RP, Q—K7; 62 B—Q1, Q—K8; 63 Q×KtP, Q×P ch; 64 B—B2 ch, K—R3; 65 Q—K8, and a draw was agreed. The defence against Tarrasch's ingenious sacrifice was exceedingly difficult, and Charousek played it admirably.

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